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RAMPART
CHALLENGE



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Domark
at their own
Game

GAMES
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★ LOGICAL ★

★ HERO QUEST ★

★ SWITCHBLADE ★

★ RBI BASEBALL ★

AND MORE

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You know,
Is sometimes they go astray
There is a boy in casualty
cause he took my tape away !
Funky Fruitbat 1991

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well ask your newsie where it is!

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MUSIC VID SPESH (p64) - What'll you be playing on your vid seen? It could be one of these...



BIG THRILLS (p60) - What have comics, film, video and records got in common? Etc... They're all reviewed on the Big Thrills pages!



TALES FROM THE SCRIPT (p62) - Dave "I know the stars" Hughes presents a further dispatch from film-industry hell. How many times can he mention Julie Roberts, d'ya think?



RAMPART CHALLENGE (p20) - The start of the 'YC Humiliation Tour 1991'. We pop down to Gornark and get soundly thrashed in a Rampart castle-frenzy.

DATA



INFO FREAKO

The names behind the games!

Addictive Games,
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Middlesex, EN1 1SA.
Tel: 081-804 8180

Enigma Variations Ltd,
13 North Road, Harrogate,
North Yorkshire, HG1 5PD.
Tel: 0433 505585

Ziggan Games,
Unit 5D Dinglestone Ind
Estate, Houghton-le-Spring,
Durham, DH4 6JW.
Tel: 081-388 7755

NEWS, PREVIEW

ON THE SPOT: YOU'VE EITHER GOT IT OR YOU'VE NOT!

Does your friends, amaze your parents, entertain your aunts for you are... Computer Boffo!

QUESTIONS

1. What creatures are set to scare you in Disney's *Arabian Nights*?
2. Tam & Tim are famous in which game?
3. A bombette called Kiki introduces which game?

1. **W** 2. **T**
3. **W** 4. **T**
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93. **W** 94. **T**
95. **W** 96. **T**
97. **W** 98. **T**
99. **W** 100. **T**



RUBICON AND ON AND ON

Remember Hexasoft? Well they're back, under

the new name of 21st Century Entertainment - and what better to shoot off with than a shoot-em-up called *Rubicon* (not to be confused with a can of passion fruit drink or an old game from Quicksilver)?

It's set in the year 2011 after a nuclear explosion in a Soviet Powerplant, and surprisingly enough there's not much left apart from mutants! (Mutating sheep, etc.)

Basically, you've got to clear the mutants, clear up the mess and make the planet inhabitable again. I think your game's rated more than the weapons given to you in the game, I'd just telephone God, that's if you can afford the phone bill by the year 2011!



YOU GOTTA FIGHT FOR YA RIGHT

Just as Hagger (the ex-Streetfighter not the cartoon Viking) had put his socks and shoes on for once and settled down to a quiet and boring life of being Mayor of the city, his daughter goes and gets kidnapped by none other than the Mad Gnar King - how inconsiderate of her!

Yes, *Final Fight* is the sequel to Capcom's *Streetfighter* and it's Gold are sure you are going to get all your kicks (art, art) out of this conversion.

You play Hagger or his sidekicks, Cody or Guy, and come face-to-face, or foot-to-foot, rather with all the ugliest and meanest punks imaginable.

ZONED OUT, MAN!

A Robozone is not one of those street corners with a black spot where you can phone other robots, it's actually the latest shoot-em-up at the sideways scrolling kind to come from the Imageworks lab.

It's set in the 21st Century where cities are so polluted that no human can survive (should have been London 1991).

A bunch of robots calling themselves The Wolverines are brought in to protect the city, until

a host of evil black stick-like robots called Pollutants arrived and wrecked the cities, scavenged all the metal they could find then built huge bases to smelt the lot. Ah well, it all goes to make a good game! You play the only Wolverines left in New York and must stop the Pollutants over-naming the City.

It has 3 huge levels and is being marketed as '1991's ultimate shoot-em-up', so fire buttons at the ready!

WITH BEVY BABES

NEWS AND SILLY POOS !!!

EEEE THAT'S
GRAND, LADS

Donark are certainly showing us that they're good sports with their latest two signings.

Grandstand is a 'mix-em-up' of all your favourite types of sports (unfortunately tabletennis and chess are not included) so you can play from the privacy of your own living room without mud, sweat and running round only to make yourself wheeze.

The football game is none other than Soccer (the Simple version not the over-legged simulator). The driving part is provided by Continental Circus and the tennis by Pro Tennis Tour and to 'round

off how about a game of golf with none other than World-Class Leaderboard, which is certainly nothing to be teed off about (length - 64).

Meanwhile, to be in with the 1992 European Football Championships, Donark have teamed up with Taito to bring you Euro Football Champ. If you're a fan of the coin-up you'll know that it's a knock-out competition played from a grandstand view with a rather fun feature which allows you to purposely trip, kick or elbow another player and get away with it if you're not spotted by the ref, that is - um, sounds more like Sunday League!

BOARD-
ACIOUS

Gentle certainly aren't 'board' with the recent success of 3-D roleplaying games for they have signed on 'Space Crusade' - the second addition to MD's fantasy stable.

Space Crusade, aimed at a younger market, was developed after Heroquest became MD's fourth best-seller - behind the likes of Trivial Pursuit, Fantasy and Donaldis.

MD put the success down to the amount of bits and bobs and creative artwork you get for your poundsterling compared to the 'expensive air' found in other board games.

Certainly not my cup of tea, - I'm off for a game of Twister then it's an all nighter with Jason. Donark's 'Straight to Your Heart' board game - I'm an intellectual, you see!

TEN GAMES TO
DISGUST YOUR
GRANNY

(BUT AMUSE YOUR FRIENDS)

1. Bogie Trooper - Piranha
2. Sick Dangerous - Microprose
3. Ghostbusters - Activision
4. Thunderturds - Grandslam
5. Phlegm-X - Demonware
6. Ski or Diegame - Electronic (F)Arts
7. Roboplop - Ocean
8. Guffy's Saga - Ubi Soft
9. Forgotten Worlds - U S Gold
10. Crap Door - Alternative Software

(Er... thank you Beverly, that's enough! Ed.)

WHERE THERE'S A
WILLIS THERE'S A WAY

He's podge, he's got a receding hair-line and he sang a crapple pop song which should have been titled 'Under The Muldoon' but he's got that certain

something that makes him dead 'ard and attractive to women.

Ocean certainly think that Brucie-babes Willis is a star not to be laughed at, for they have signed up the latest film he's starring in, namely Hudson Hawk, a Joel Silver comedy/musical, which has recently become the second movie to reach the \$100m budget.

We can only hope that Ocean put this much into the development of the conversion...only joking!

DOUBLE TROUBLE

Just what is it about pairs of big 'n' bouncy cuties always for characters, that is? The Mario Bros are already household names and about to star in their own film, now USI Gold have announced the safe arrival of two new siblings namely The Mega Twins and The Bonanza Brothers.

Bega's Bonanza Bros are two reformed villains called Mebo and Peto who are mysteriously hired to check out the security at some well known establishments (know what I mean?) They're a sort of cross between the Maries and The Blues (like as they call) eat the bad apples, armed with pop guns, and do a spot of sticking themselves. Watch out for this very funny and rather spiffy platform/obstacle game in November.

Now meet the Mega Twins, they might be cute, but they're on a revenge trip from hell, cos as babies they were the only survivors from a terrible monster that wiped out their paradise land. The game will convert from the popular Capcom coin-op when 16 years later The Twins track through 4 levels of decaying arcade action on a quest to find the legendary Dragon Blue Eyes stone which would set their world in order again. What I want to know is, if they were the sole survivors who fed and changed their nappies?

FEEL THE NEED FOR SPEED

It's bigger, it's better, it's bloodier. Yep, that futuristic sport, Speedball, is back - and for those of you who thought I meant a Bernard Matthews Beef Roast you're wrong!

Speedball 2 is set to knock the spots right off of its predecessor, with individual team member selection, more weapons and, more importantly, more violence - you'll score higher points for injuring an opposition player.

It promises to push the OGA to it's "very limit", so remember to take cover when loading the final game, 'cos it might explode.

Out in September the

game will cost £10.99 on cassette and £12.99 disk.



PEOPLE DO THE SPACKIEST THINGS!



And we all thought Jimmy Hill had a problem but Bruce Willis smiles on regardless - well wouldn't you if you were making 38p per minute!

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EVERYONE'S A WINNER (BABY) II

Back for a regular run, the YC Office Fairy has been drawing and judging games, and has brought everything right up to date.

From now on, we'll be printing the winners each month for the games run in the issue two months previous, with no tally-adding behind.

So, here are the winners from February 1991 to May 1991. And remember, if you're new (you lucky, lucky, people) and you don't get sent your prize soonish (say, a month from now) DON'T PANIC! We'll bring the company who've offered the prize and sorry there indeed!

"Kate Adlin Galling" - YC February 1991

The chance to win a first prize of a model plane, model helicopter and a copy of *Dr. Dragon*. Two small prizes of a map and *Dr. Dragon*. And a runner-up prize of... *Dr. Dragon*. All this in return for a gloriously rare report, which we said we'd print if you won.

First Prize: Guy Breaksdown, South Birmingham.

His winning entry was a bit weirdly realistic: "As I stand here in Riga, capital of Latvia, I can hear the sound of bombs exploding in the surrounding countryside. Here-in there's lightning is taking place in the suburbs, and we know are surrounded by Soviet tanks."

This unnecessary war, now in its second week, started when Latvia declared complete independence from the USSR.

Now, a rocket explosion quite near us, damaging the main television broadcasting station are not far from us, our homes.

The Latvian people know, of course, that they cannot hope to contain the might of the Soviet military machine. But they fight on, fighting freedom before their men flee.

As they fly their togetherly out-dated rifles into the air at Soviet MIG fighters, the determination shines on their faces.

Lovers everywhere appeal to the great Russian people and President to put an end to this conflict.

Another explosion, a flock of old geese rise into the air and fly

westward - in freedom."

Second Prize: Michael Jones, Kingston, Birmingham.

His entry was even more scary!

"War has finally broken out, after months of speculation. All the talking is now over and both sides are taking up arms. With all the latest technology, Commanders are calling it the first-visit war."

Peace and tranquility have been restored again. While Heads of State contemplate how to annihilate each other.

There have been massive casualties on each side, with hospitals working around the clock, trying to cope with the backlog of dead and wounded.

People young and old, standing in the streets for peace, asking God for help. But their minds go onward, alarmed by the noise of incoming bombs and Jet-Launch Gun fire.

Water supplies, electricity, bridges, airports and roads are the main targets, with around-the-clock bombardments. At times, the noise is continuous, buildings shake and crumble with a constant noise, civilians are caught underneath tons of rubble. Rescue missions are slow and far between, people trapped in the vast deserts of fear and bewilderment. It is a sad, sad sight. One I shall never forget.

If only the Heads of State could play war on a computer, it would be the cartoon of an every scenario."

The other **Second prize** goes to No Name, Birmingham. This was a rather amusing entry: "And here is the update of the major war. God here, it's just starting DIZZY! hehehe. We hope these SADDONS will stop soon, that this is the LAST BODEL."

They are going to send in the **HEAVY TANKS AT MIDNIGHT**, but we can **OUTGUN** those soldiers, their soldiers are just eating **KIND SAUCE**.

Oh yes, there are **CHIEF TANKS** that **SHOOT AT NIGHT**.

The opposition are **PLUTTING** to **ARMAGEDD** the plane that we are sending in our **TOP GUN** pilots.

At night, our **WOMAN BOY** soldiers are coming but a **SHADOW** of a **WARRIOR**.

The weather out here is atrocious, the days are called

JOYS OF THUNDER. There are also lots of **LOUDERS**, when one tells you must **DASH** from the **SCOLDERS**.

We hope that this war will end soon, as that **AFTER THE SUN**, the year 1993 will be peaceful again."

Runner-up: Alex Reed, Coventry; Joe Baker, Bristol; Jonathan Trickett, Potters Bar; Steven Reed, Gosport; Peter A. Preston, Leicester; David Hughes, Birmingham; Paul Kelly, Cleveland; Tom Mills, Stock-on-Trent; Raymond Cullen, Glasgow; Gordon Blair, Birmingham.

"YC GOODY BAG" - YC March 1991

This was just so simple to enter. All you needed was a postcard to win these fab prizes:

3 JACK TRACY T-SHIRTS: Roy Stamp, Carlisle; R. Scott, Cleveland; George Cox, Luton; Adrian G. Forbes, Isle of Man; Lisa Williamson, Coventry.

3 JACK TRACY MUGS: Roy Stamp, Carlisle; R. Scott, Luton; G. Forbes, Isle of Man; P. Turner, Lincoln; Mark Pearson, Ashton-under-Lyne.

5 JETON PUNNER MASKS: Roy Stamp, Carlisle; R. Scott, Luton; G. Forbes, Isle of Man; P. Turner, Lincoln; Mark Pearson, Ashton-under-Lyne.

5 JETON PUNNER MASKS: Roy Stamp, Carlisle; R. Scott, Luton; G. Forbes, Isle of Man; P. Turner, Lincoln; Mark Pearson, Ashton-under-Lyne.

10 BERTS INTERNATIONAL POSTERS: Nick Swan, Gillingham; Chris Roden, Gillingham; Steven Reed, Gosport; Geoffrey Miles, RAF Bruggen; A. Barnett, Chester; R. Scott, Luton.

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Prizes: Ashton-under-Lyne; Chris Roden, Chester; Nick Swan, Gillingham.

25 JETON PUNNER POSTERS:

A.J. Hoag, Bristol; P. Turner, Lincoln; D. Scott, Gosport; Alex Reed, Coventry; No Name, Middleton Road, Gillingham; R. Scott, Luton; Roy Stamp, Carlisle; R. Scott, Luton; G. Forbes, Isle of Man; P. Turner, Lincoln; Mark Pearson, Ashton-under-Lyne; Chris Roden, Chester; Nick Swan, Gillingham.

"DEAD AND HARDWARE" - YC April 1991

Here you could have won three first prizes of a "Hardware" video, baseball cap, and watch in return for knowing which heavy metal rock star played a taxi driver in the film. The answer was, of course, Lemmy from Motocaddy and the winners are: Tim Parker, Norwich; Adrian Sharp, Wiltshire; Stephen Lowery, Walsingham.

"SUPREME BEING" - YC April 1991

We offered two first prizes of a copy of *Supremacy*, Monty Python, Golden Age, Super CD, Road and Judge David to the person who came up with the best caption for a picture of Alan Scott looking stony.

The winning "Y" have to start entering YC weekly. David Roden's getting too difficult to submit for this P. - Robert Clark, Bradford: "His Pot Bar collection is dangerous!" - Neil Brewster, Darlington: "He's not collecting my Pot Bar!" - Edward Wilson, Huddersfield: "I hate trying to get the ship's last copy of P!" - Michael Clark, Bradford: "All this because I wouldn't send Luis my YC magazine!" - Ray Scott, Birmingham.

"EYE WANT TO WIN" - YC May 1991

A pair of "lambie glasses" in the picture who answered "Pup" to the question "What is the round black thing in the middle of your eye called?" The winner D.R. Scott, Birmingham.

"WTF THEY CUT THE EGGING-SNAPPING SEQUENCE CUT" HAS FRANK MILLER REALLY SOLD OUT? - YC May 1991

10 "Garden" and 10 "Pawpaw" 2' video made to be sent in "Tales from the South".

The winners: Richard Harvey, Harlow; Gordon Woods, Rotherham; D.R. Scott, Birmingham; Michael Jones, Birmingham; T.G. Fox, Thetford.



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RODLAND

When Storm came to show us a few exclusive levels of the company's forthcoming arcade conversion, we decided that the person to write the preview should be youthful, full of jollity, bouncy and extremely friendly. Unfortunately Rik Henderson was the only fellow available so the grouchy smag had to do.

JUST WHO ARE THESE STORM GEEZERS (AND GEEZERESSES)?

Er, a bunch of programmers and programmers who, like, programmed the game! (That's not good enough! - Ed).

Err, and they, er, wrote a couple of other games too, like, er, *Snail* and *Slitworm*, probably! (And more! - Ed).

Oh, they also have exceedingly good parties at Christmas time, and they take you round to the Pizza place for lunch even if you don't like Pizza so you have to make do with Chocolate fudge cake (which is okay, 'cause I quite like choocy fudge cake). And, believe it or not, they also deny being small fairies and leprechauns and things, and haven't even seen *A Midsummer Night's Dream*. (You're rubbish! - Ed).



There I was sitting under my favourite toothbrush when up pops Jimmy Tortoise with his little sailor suit on, and his very nicely trimmed frilly turtls. "Hello", said Jimmy in his cheerfully cheerful voice - for it was his birthday - so I said hi!

Now that's the sort of fairy story I'd prefer to read to small children, so when

I'm asked to do a preview of a cute game I stick my fingers down a throat (preferably someone else's) and treat the whole affair with a little scepticism.

But when a cutsey game is as darn spelly as *Rodland* looks to be I'll even get the bucket to clean up the puke myself.

The game, you see, is a bit unique. Okay, it's

converted from the popular Jaleco coin-op, but to be honest it's the way you grab the monsters and smack seven shades of nude poeey stuff out of 'em that gives it that "Ooo, what a splenderness of a game" appeal.

The style is most definitely based around a platform-gamery type of thing, you have to clear each screen the number of sweet-looking baddies that roam around.

This you do by using your rod of Sheosnamo (look, bear with me, it doesn't all read like an *Ann Summers* catalogue) to zap them, and whilst in your grasp you can beat them in the floor.

Do this three times and they will disappear, leaving a swirly of some description. You can then use these to kill the other baddies and win the game,



CREDIT CARD

NAME: Rodland

SUPPLIER: Storm

PRICE: To be announced

RELEASE DATE: September

A THOUSAND THINGS THAT FAIRIES AND PIXIES LIKE TO DO (ER, WELL, A COUPLE ANYWAY!)

1. The washing up - It keeps their hands ever so soft!
2. Bounce joyfully around meadows and frolic amongst the buttercups.
3. Eat loads of small cup cakes!
4. Help old shoemakers make all their shoes in the allotted time.
5. Rip teeth out of children's mouths.
6. Watch Miltail every Saturday down the dam!
7. Place illegal bets on Dragonfly fights.
8. Eat small children's noses!
9. Steal Santa Claus's boots and shoot his reindeer!
10. Edit computer magazines and tell everybody that they are the best-selling C64 title!

humant!

There are also many flowers placed on the

screen that, if you manage to collect the lot, will change the monsters into



disaster... MASSIVE EXPLOSION! There's a mighty lot of screen destruction going on here, eh? And we thought they were such safe characters!



collectable thingummies for a while and you'll be able to dispose of them that way.

There's also other original factors, like the lack of a jump ability and a magic ladder-creating ability thrown in to replace it (i.e. you can build a ladder anywhere on the screen at any time - when you build a new one, the old one vanishes).

There are huge,

humungous, gigantic, ginormous, flippin' large and no mistake, monsters to defeat every so often and the feel of the graphics and sound, and every other small aspect of the gameplay is cute through and through.

It's all enough to make you hurr-ur! 'Til your stomach lining comes up - but, from the looks of it at this early stage, it'll be well worth it!



ON THE TAPE

What do you get if you put three corking games on one cassette? The YC cover tape, of course! There's loads of joystick crunching action on the tape this month, so load up and play away!

THE CONTENTS

Side A: Metaplex - arcade action game

Side B: Tank Battleground - another arcade action game
Monsters - a weird strategy game

HOW TO PLAY

To destroy a power unit, you must drop a flask of acid on it. First find the empty flasks and fill them by standing under the drip.

You have levels of laser power, shield, acid and super laser status. Various messages will also appear in the top left of the control panel.

There is a rather complex

go to the room on the left.

2. On the floor in the room is a security unit. If you touch this it will alter the status of the left hand column in the centre of the control panel.

3. Providing you have only touched it once, the left column will show:
 - a) Laser kill system active

- b) Door type one open
- c) The doors to the four rooms with power units are open.

The centre column will show:

- a) Side transporter active.

- b) Air to the right is flowing. Throughout the complex you will come across air tubes, you cannot travel

against the direction of air.

- c) Electrical barriers are active.

The right column will show:

- a) Air to the left is flowing
- b) Your laser is active
- c) Air to the right is flowing

4. If you touch the sensor again then you will alter the security status.

There are many other security sensors throughout the complex. As you find your way around, you have to decide which doors need to be opened and which things to activate.

A

METAPLEX

Programmer: Prism
Type: Complete game - arcade action
Controls: Joystick

The game is set inside an asteroid, in a huge metal complex, controlled by a two-headed monster called Qarth.

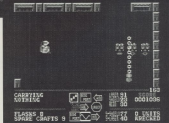
You must seek and destroy him, as he intends to destroy the Earth. To do this you must shut down four power control units, to sufficiently weaken him and bring him to a deservable end.

After you have done this, a door will open on the first screen so you can escape.

security system that must be understood:

There are four types of door, numbered one to four, you can open those at the expense of activating other parts of the system. Here is an example.

1. Start the game and



B

to try and take out a rather large monstrous factory. A squad was promised which

possibilities.

The tank can only drive on the roads, but the helicopter can fly anywhere. The screen scrolls up only, so be careful in the tank that you don't run out of road if turning a double left or right corner.

improve monsters to fight other monsters and win cash prizes.

The aim is to take control over Cyball, the twelfth monster and earn over 2500 credits so that you can retire.



TANK BATTLEZONE

Programmer: Andrew Boswell

Type: Complete game - arcade action

Controls: Joystick in port 1 and port 2 for two player game.

consisted of a tank and helicopter, it was named the "battlezone" squad.

They had to travel across a large, heavily-defended land, but it was hoped (due to the smallness of the squadron), that they could pass un-noticed.

If they had to destroy defences, then they could work well together - being on ground and in the air.

This seemed like an impossible task, and if they ever made it back they would be hailed as heroes.

It is a dangerous mission and once again, it's up to you.

HOW TO PLAY

Two players can play simultaneously, one controlling the tank and the other the helicopter. A joystick in each port is needed, although one player can play with joystick in either port.

The idea is simple, shoot all the defences and try to make as much progress as



It was decided, one day during World War II, that a special crack squad should be sent behind enemy lines



The action can get pretty hot. Keep cool and work together!

HOW TO PLAY

The play is straightforward and instructions are contained in the program.

Basically, use the function keys and space bar to select various options off the menu. The menus are self explanatory and easy to follow.

Try to build up your monster by improving it, and buying weapons.

MONSTERS

Programmer: Darren Cook

Type: Fantasy strategy game

Controls: Keyboard

Monsters is an easy-to-use fantasy strategy game in which you can buy, sell and

TEN DIFFERENCES BETWEEN STANLEY PRECISION DATA SYSTEMS AND MADONNA*

1. Madonna sang "Vogue". S.P.D.S. didn't (and probably wouldn't know how to "vogue" anyway)
2. Madonna is American. S.P.D.S. are not (and are based in Colly, Northants, which is nothing like America)
3. Madonna is very rich. S.P.D.S. are not, probably (do you reckon they make millions from tape returns, readers? No.)
4. Madonna likes Wembley Stadium. S.P.D.S. don't.
5. Madonna doesn't accept YC tape returns. S.P.D.S. do.
6. Madonna wears pretty bras. S.P.D.S. do too (or... are you sure about this? Eh?)
7. Er...
8. That's it.

No, if you've got a problem with this issue's YC tape, don't send it to Madonna, send it to:

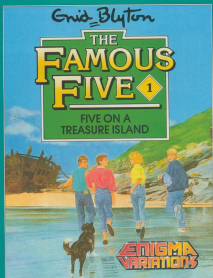
YC Tape 20 Returns,
Stanley Precision Data
Systems
Unit F, Coverdale
Court, Bilton Road,
Wotton North Industrial
Estate,
Colly, Northants,
NN17 1JX

(But make sure you've checked your Datacard with some other games and tried adjusting your tape heads before you send any 'dodgy' tapes back. Thank you.)

*Don't quote us on this!



RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!



Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

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OOZIN' EUGENE'S SCUM OF THE EARTH

I was quite surprised when Eugene bounced into the office the other day and apologised for his 'irrational behaviour' last month. He then proceeded to kiss all the staff in turn and sing a rather odd song about the 'nicer things in life'.

Of course, appropriate authorities were called immediately and he was carted off, with no resistance, by the "men in white coats".

It was later discovered that someone had slipped something funny into his coffee, and after a vitamin injection and, a few hours rest, he was back to his normal self. Who ever was responsible, could they please give him a bit more next time?



First of all this month, a selection of pointers from Russell Hough's

POKES

789 Degrees
Unlimited lives: POKS 3398,173
Unlimited money: POKS 11760,66
To start the game again type SYS 2128

Chunkle Egg II
Unlimited lives: POKS 34577,1
With SYS 18568 to restart

Great Giana Sisters
Unlimited lives: POKS 8257,173
SYS 2098 to restart

Ramrod
Unlimited lives: POKS 35691,165
Unlimited time: POKS 35694,165
SYS 32768 to restart

Grasonus
Unlimited fire: POKS 5428,173
SYS 2068 to restart

All of these games need to be reset

before the pokes can be entered. These games, however do not have to be reset.

Fighting Soccer
Shoot from the penalty spot to score every time.

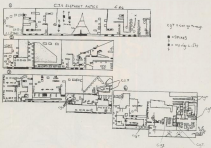
New Zealand Story.
Press shift and left arrow key to skip levels. You will still have to kill the end of level badasses though.

Cheers Russell, 10 crappo funky chunky pounds is on it's way.

Now for the complete maps for **CA'S ELEPHANT ANTICS**

rather splendidly provided by Darren Dilly from Glasgow.

I think that deserves a tennor scroll, thank you very much Darren! By the way, to cheat on this game, type "HURRY ARISE HOLES"



COVER GAMES

RESCUE, press „1" and the shift key to advance a level.

MIND GAMES, press reverse, shift and push the joystick up and you can pass through the top of the screen, if you are surrounded by aliens.

SHIP DIVER, type POK2 12989,165 to move the back grounds from killing you.

Thanks to Alex McCain for most of these.

MEGA-FIENDS FROM HELL

Rory "Retrograde" Stamp
Scored 51845 on *Cyberdine Warrior*

Ganor O'Shea
Scored 506437 and completed *Dragon Breed*
Completed *Double Dragon* scoring 72345
Completed *Gazza II*.

Alan Morgan of Limerick sends in a few high scores and challenges anyone to beat them.

EMLYH HUGHES INTERNATIONAL
SOCCER 23-7 [skill level 18]
18-1 [skill level 10]

NAVY SEALS
52140 level 1-6

A cheat from Robert Atkin:

JUDGE DREDD
Hold down the keys KYLE to get to the end of the present level.



A couple from Richard Maxwell.

DEEZY, POK2 10942,173 with SPS 8182, after resetting your computer, of course.

GHOSTS AND GOBLINS
POK2 2175,352 then SPS 2128 again after a reset.

Now for an Action Replay or Expert POK2 from Ashley Robinson.

CREATURES
POK2 7328,173 for infinite lives.



Here are some tips from our friends in C#, known as "Cyber Technologies". Thanks, lads, or lassies. I think you deserve a crunchy ten pound note for your efforts, unless we can find any Australian money lying around.

First one for Adrian Sharp, who needed a cheat for **PREDATOR**.
POKE 5872,168 for infinite lives.
POKE 4079,168 for infinite ammo.

POKE 4168,168 for infinite grenades.
POKE 7178,168 for infinite time.
They do not know how to fill the magazine or fill the tape truck, if anyone can help, please write in.

REDNIGHT RESISTANCE
POKE 2168,256 for 256 lives.
POKE 18082,173 for infinite weapons.
POKE 48587,173 for fire weapons.

DEFENDER OF THE CROWN
POKE 6838,168 for free armies.
POKE 7852,168 for free castles.

QUEDX
POKE 11872,181 for infinite time.

RETROGRADE
POKE 58238,98 for invulnerability.

CYBERNACE
POKE 11582,255 for 255 lives.
POKE 28670,168 for infinite lives.
POKE 28751,98 for invulnerability.
POKE 11872,x to start on any level.

These pokes require a reset cartridge of some sort to work.

Thank you very much, Nigel (I just found your name), your money is on its way.

WINGERS CORNER

Neil Corcoran would like some help with Last Ninja 1 and 2, Myth, Fantasy World dizzy and Manly Co the Rat.

Well, I can help on two of those. On Myth, press "F" and "Shift" to obtain most weapons. On Manly on the Run, type I WANT TO CHEAT in the high score table and pick up the boat on the second screen.

Rob Gray would like some help on Flimbo's Quest and Defender of the Crown.

Max Masters would like a "Wep-cartridge based" poke for Rainbow Islands.

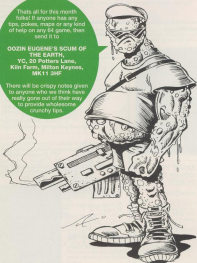
Lynley Hall would very much appreciate any help she can get on Interceptor: "Tales of the Arabian Knights".

Mr S-A-Flat requests any help he can get on anything at all. Mental or physical.

That's all for this month folks! If anyone has any tips, pokes, maps or any kind of help on any 64 game, then send it to

GOZIN EUGENE'S SCUM OF THE EARTH,
YC, 20 Potters Lane,
Klin Farm, Milton Keynes,
MK11 3HF

There will be crispy notes given to anyone who we think have really gone out of their way to provide wholesome crunchy tips.



Rampart Challenge

Once upon a time the YC boys thought they were quite good at the old games malarkey. Little did they know they were really absolutely crap, and after a bright executive thought up the challenge idea the lads were about to be educated. **Rik Henderson** reports about the team's embarrassing display. **Jeff Davy** takes the snapshes.

THE GAME

Rampart is the name of the game, and it's not to be confused with a pretty poo-er effort released a few years ago called "Ramparts".

The new Tengen machine (one of the most recent acquisitions for Donark) is a coping crane between Missile Command (that old Atari cool-up where you have to control a track-ball and shoot lines that come down from the top of the screen) and Tetris (seriously, do I really have to explain THAT game?).

What you have to do is build a castle wall around your castle base (the computer does this automatically at the start) and then place a number of cannons within your fortification.

you get to do the same to them by controlling a cannon with a track-ball (twice the Missile Command likeness).



After this time, the destruction is realised and you have a brief time to rebuild your wall by using Tetris style blocks that appear on the screen (simple, huh?).

Then you'll be attacked by invaders either another player with the same limitations or a fleet of ships on one-player mode) who'll try to blast the crap out of your walls, and



If you don't manage to do so you lose a life or a credit, if you do you can even be adventurous and attempt to surround other castle bases and therefore give yourself loads more cannons.

The game is to be converted pretty accurately, but we'll have to wait 'til next year to see it on the home computer.

Good

IN THE DOMARK CORNER

Weighing in at around 450lbs the Domark lads were looking forward to the sheer destruction they were to partake in.

They were all tipped as the favourites to come out of it as the victorious team, but Erol Ziya was their brightest hope as the ultimate winner and Richard Brown was quite able to beat the best on his day.

The team (from left to right) Richard "Killer" Brown, Erol "Destroyer" Ziya, James "Pe Bull" McCormack.





THE TOURNAMENT

Import Challenge

THE COMPETITORS



ROUND ONE

James McCormack (Domark) vs. Rik Henderson (YC)

James was the least experienced of the Domark team, and Rik was the most experienced of his side. Even still, he was crushed to a humiliating defeat and the hope now rested on Jeffrey's shoulders.



IN THE YC CORNER

The YC team knew they were up against it at the start, mainly due to the fact that Jason had never played Rampart before. Jeff had only played it for about an hour at the Arcade trade show and Rik had come across it when he was at Domark last.

They were going to get a right stuffing and no mistakes.

The team from left to right: Jeff "Miser" Gavy, Rik "Flick-knife" Henderson, Jason "Bull Fighter" Miller.



ROUND TWO

*Jeff Davy (YC) vs.
Jason Miller (YC)*

Thanks to a flukey draw we were guaranteed of getting one of our own through to the final. From the start it always looked like it was going to be Jeff, and he cruised to a convincing win.

ROUND THREE

*Richard Browne (Domark)
vs.
Erol Ziya (Domark)*

This was tie of the preliminary rounds, with both Richard and Erol being Rampart masters (what DO they do in their lunch breaks?). Erol managed to win in the end but only on points as Richard took him all the way.

*Rik Henderson
vs.
Jason Miller
vs.
Richard Browne*

With two of the magazine fellows, the plan was to gang up on the Domark chappie and wipe him out of the

game first. Needless to say, it failed abysmally and Richard romped to a convincing win.

First: Richard Browne
Second: Rik Henderson
Third (in last): Jason Miller

THE GRANDE FINALE

James McCormack vs. Jeff Davy vs. Erol Ziya

The bookies decided to close up the shop as soon as the final line-up was made, and by rights too. Erol cruised easily to the first YC challenge trophy (er, a plastic cup), although there was a bit of a victory for the humiliated team for the fact that Jeff managed to knock James into third place and therefore take second place overall.

First: Erol Ziya
Second: Jeff Davy
Third: James McCormack

THE TEAM RESULT

To find out the team result we decided to award the winner of the final six points; the runner-up five points; etc. And this is what we came up with:-

DOMARK - 13 points
YC - 8 points

Which goes to show that the YC team are quite convincingly crap, and Domark are rather splendid!

NEXT ISSUE:

Next time the team come up against Storm, whose you'll all be utterly humiliated at such arcade machines as Double Dragon II, Rocklands, Holy Heat and a couple of others! See ya then!!

THE YC GOODY BAG

When walking down the street the other day, a large man approached me and asked if I could handle a sound punishment. When I enquired into the origins of his question, he replied:

"My kid nearly had a bleedin' heart-attack last month thanks to your 'overly generous' Goody Bag. Tone it down boy, or I'll really sort you out!",

So this month, to avoid death and mayhem in the streets, we are down to one page. This doesn't stop us from giving away even better prizes than ever, though!

Besides, I didn't know his kid suffered from "crunchy" cholesterolled arteries.

5 MOCK TURTLES LP'S

Straight out of Alice in Wonderland, these curious creatures of corrupt creativeness could transform your bedroom into a spectacular landscape of mooping beds. On the other hand, you could listen to it at a friend's house, or at a party, or in your car, or whilst you peeling the potatoes or digging the garden (Can you dig it? No, lol lol). This highly versatile album could be listened to just about anywhere, and if that appeals, just write **MOCK TURTLES LP** on your postcard and send it to us.



RIBU BASEBALL



5 RB12 BASEBALL CAPS

If the idea of doing DMF impressions by wearing one of these (incredibly) cool like-a-good-thing, then you're pretty laid really. Why? Because they say "Don't eat" on them. They are all pretty cool items of clothing though and would go well with your Rainbow Arts T-shirt and look good whilst dancing to Jesus Jones. They can be worn pretty much anywhere.

Write **"BASEBALL CAP"** on your card.



5 JESUS JONES VIDEOS

If you appreciate the "I can't stop dancing and by gummy don't these chocolate mice taste really nice" band, then you won't want to miss out on this opportunity of owning your own "Jesus Jones playing live in my room" videos (as reviewed in "Big Thanks"). All you have to do is write **"Jesus Jones video"** on your postcard.

5 RAINBOW ARTS T-SHIRTS

These cleverly-designed sheets of cotton can be placed over the top half of your body and complement a lovely pair of green cords really well. They also say "Rainbow Arts" (undoubtedly) and make you feel good when the sun comes out. They can be worn on all occasions, at parties or down the pub, on the beach, at meetings and even at work. We've done this bit before, lol.

They should be washed at medium temperature in a coloured wash, and clip, dried and stretched back to original shape whilst damp, probably.

Rainbow Arts

Please send all your cards to **"THE YC GOODY BAG IV", YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF** by **1 September 1991**.

If you want to enter more than one (or even all of them), send a big envelope full of postcards, with **"LOADSAPRIZES"** written on the front.

POST APOCALYPSE



It's time for the column with huge amounts of letters, sarcasm, and blood. The satanic rituals are over, and Posty has other things on his mind! So pull up a stool, get yourself a pint of lemonade, and sit down for the ride of your life... Post Apocalypse is in session.

If you've got something to say about YC, or any other subject (teenage angst, etc.) write to: **POST APOCALYPSE, YC, 20 POTTERS LANE, KILN FARM, MILTON KEYNES, MK11 3HF.**

Alright mates, how'ya doing? It looks as if the Aussie readers are winning the battle of the letters - what are you pon readers doing? C'mon and write us a letter, or else the column will eventually be taken over by readers from other nations (although they're more than welcome to drop me a line)...

specify the format or show screenshots from each version (which is what Kristie did with Max, USA).

I was very angry with US Gold (although they are not certainly not the only guilty party) after buying a copy of "Rally 1990". On the packaging some outstanding screenshots were shown, so I took them to be Amiga specimens, but still requested to see a 3D screen game on the 54, even if it wasn't as good. When I loaded the game I was astonished to see an overhead view of the pitch, and no sign of a referee or crowd. It looked like a completely different game.

Markj Gendek,
Sydney, Australia

SHOT-EM-UP

As a Commodore 64 owner, I'm used to looking at a game packaging and seeing Amiga screenshots. I expect software houses to show the best screens of their games, but feel that they should

File On... Aren't we touching base? What's your problem?

July 1990 was a superb footy game on the C64, and was a bit soft on the more expensive Amiga - so if you don't stop whining I'll have to

come round and give you a good going over.

To be honest the only thing software publishers should print on the packaging of all their games are pictures of dead bunny rabbits - that's stop this cruddy culture-up trend!

BUDGET PLAN

How are you doing? I'm doing just fine. I got a C64 for Christmas, so I'm getting your cool '70 mag.

I've got a question for you though! What are your three best budget games? Mine are Last Ninja,

Barbarian 2 and Paperboy. Joe Sugden, Northumbria.

PS. I think your free tapes are great!

PA: What's your mean "How are you doing?" Doing what? You're mighty confused, my good fellow, but I'll put you straight about budget games. It really depends on what your budget is, to determine what a budget game is. For instance, with what '70 pays me I could just about afford a packet of cards, whereas Jeff (the editor of this fine magazine) gets hi-up wages - so the computer program that concocted the "Operation Desert Storm" affair would be his low budget game (you should see what his "full-price" collection contains).

THE LAND OF OZ

Just a thank you for your terrific mag. I say it each month, although mine in Australia are three months behind.

In your November issue you offered a free tape and although I never got that mag '81 February I sent for the free tape never expecting to get it. But wow, it came in the mail yesterday!

So, once more, a big, big thank you for coming about your readers in Australia.

Jeanette Downin, M.U.W., Australia

PS: Had only one we care about you antipodean people, but we

wish all your cultural programmes! Neighbours, Home and Away and Pleasers of Cool (Block H are truly splendid), and the acting is as good as any Shakespearean production (ohad do you mean live over there's not like that?)

YANK 'EM OFF

I've just read '70' for the first time and I have to say, what a fabulous magazine! It is just! It certainly makes the others into leech (whatever that means).

Anyway, as I'm writing off to the good old U.S. of A. soon, I was wondering if you could advise me if I should buy any games from there, as I'm not sure if they'll work over here? Please help!

Also, could you please tell me just how long your reviewers spend playing a game before they get down to writing a review? Do they try to complete the game or only play the first few levels?

I say this because the marks for 'real life' are not too accurate for some games, i.e. Mighty Biondjack - which got a bit boring after a few days.

Hassan Choudhury, Luton

PA: Games sold in the U.S. of A. are just the same as over here, but you'll probably have a problem in finding a software shop that sells C64 stuff. The PC is the popular computer over there, and absolutely nobody owns a classic game.

And the amount of time a reviewer spends on a game varies, depending on the reviewer and how good the game is. If a game is crap it might not last too long before landing in the bin (look at Henry Dalglish Soccer Match - although Pils kept that for 'fourth class').

Also, Pils has more money, and will try to finish even the hardest games (even though he's totally crap at them), whereas Jeff and Jason can spot a half-game from miles away and won't bother too much if they know everybody's gonna agree with them.

By the way, Mighty Biondjack was still

LETTA OF DA MUNF

A GOOD GRILLING



I'd like to ask you a few questions:

- 1) Will there be any wrestling games coming out for the C64, like Main Event or WWF Superstars?
- 2) Why don't Nintendo bring out any of their games on other computers? They would make stacks of dosh if they released 'Mario Bros' or 'Zelda', to name just two.
- 3) Why don't you put a cover on your tape? Commodore Format and Z'zap manage to do it and they only add a measly 25p to their price.
- 4) Is Last Ninja 2 really as good as you said? You gave it 100%.

PS: 'The Master' Morton, Nottingham

PA: Could you print a list of the games' highest scores on Barbarian? Mine is 17,800. Is that good?

PPS: Keep up the good work!

PA: I suppose I'd better answer your queries:

1) Yes! Down's just announced the forthcoming release of WWF Superstars for the Commodore - see Data for more details. I'd like to know if anybody's ever gonna release a game about furry creature-hunting!

2) Nintendo wouldn't dare release such a hot product on our computer. Most people buy a Nintendo so they can play games like Super Mario Bros, so it'd be stupid to sell a game for fifteen quid when they're theoretically selling it for eighty! Not only that but they really can't read the dosh. They are expecting to have sold over 25 million Gameboys worldwide by the end of '91. (We know from many of the regular consoles they'll have sold).

3) Why should we expect you to cough up an extra 25p for a cover for the tape when a flimsy piece of plastic is not worth it. Just think about it, you could buy a Mars bar for that. What would you think if we stuck a free Mars bar in the cover sleeve - 'cause in theory that's what we're doing!

4) Yeah! It's the naughty bits that dangle between a dog's legs! By the way, our highest score on Barbarian are so crap that you could add them all together on one hand (if you've got about 15,000 fingers). So your score's quite good really!

It's here at last - it's the bonafide final. The part of this epic competition that you've undoubtedly all been waiting for! It's the end! Six of the most trivia-minded industry bods clash at last!

(The setting is a bright, glossy and ever-so-slightly-fashion TV studio. Standing at the front of the stage is a computer, glowing from ear-to-ear and wearing a spangly suit. He begins to speak...)

Hi viewers, in case you've forgotten, for the last four months we've been getting various sections of the computer games industry on their software trivia knowledge.

In the first round it was 99% people, in the second it was programmers, in the third '90 people got a bash and in the fourth, last month, managing directors were the target of our questions.

So, waiting behind me, there are four proper finalists and, since we need six contestants, we also have two (almost) deserving runners-up from previous rounds to swell the numbers, or, to make it more interesting,

Everyone whose taken part will get a certificate, whilst the winner will get, or, an even better certificate, with "winner" written on it in green crayon, and a plastic cap that says "Computer Buffo-Champion" on it, is smugged black felt-tip pen. Remember, this is satellite TV and our budget is small.

But without further ado, let's... meet the contestants! (Massive audience cheer)

THE CONTESTANTS

Danielle Woodgett (US Gold)
"I don't think I'm going to win" says Danielle, US Gold's PR Supremo (responsible for more blundered celebrations than any other company). "But if I win I'll wear something black from my wardrobe, I'm not going to walk around with a paper crown on!" She'd be listening to "Miranda Sex Garden", a strange blend of pop and Medieval music. Odd, huh?

Jon Bower (Probe)
Mr Bower works for Probe, the most completely hair-shirt programming house around. "If I win, I'll indulge a certain amount of time drinking everything out of the cup and I shall wear my prize-winning T-Shirt and some

streak" he says. And would he like to work with children? "I do like children - but I couldn't eat a whole one!" (Br... Thank you, Joe.

Jeff Davy (YO)
The incredibly well-kung (as in he should be totally well hung) editor of this fine organ - "It may be small, but it's what you do with it" - would really, really, really like to win. If he did, he would... "go on a holiday to Australia and surf & sunbathe with Kyle Minogue", although we think that Dame Edna Everage is more his style. He'd also like to "to all my AIDS albums", and "wear very loud fluorescent surfing shorts and a T-Shirt with 'YO' - better than a stup in the face with a vest.

COMPUTER BOF

(aka "A Clash of the Titans: A Meeting of...")

The

kipper, and a bit less fishy" on the front". Yep, sooooo, he seems to have mislaid his today.

Bernard Dugdale (Elite)
Bernard is our MD champ from

the last issue and, having got over the celebrations from July's victory says that "I'll win, I'll have several more pots of Marmite's Pedigree at my local." He continues "I shall don



1. Name five Karate-related games, excluding sequels.	Bruce Lee, Last Ninja, Karate Champ, WOTEF, K... [5]	Karateka, K (of course), WOTEF, Bruce Lee (a bloody classic game, that it?), Last Ninja... [5]
2. What have Pyjamasama, China Mixer and Trollie Wattle got in common?	I don't know, I'll just have to be a wally (Unintentional or subtle?) [1/2]	It's wally, isn't it? [1]
3. Which company is to release Wrath of the Demon?	Empire [1]	Readysoft/Empire [1]
4. Who is Neil Croucher?	He's a cynical journe-S help liner [1]	Here a person with a megastar on the phone and a microchaos, that last bit's important! [2]
5. Which company has most of the Bond game licenses?	Dornak [1]	Dornak [1]
6. How many 64's have been sold worldwide?	0-5m [3]	A million-and-something, 5 million, or, 1.2 million? [3]
7. What does 'Exclusive Dr' do?	It's a command, 1x0=1, 0x1=1, 0x0=0, 1x1=1 [1]	It changes the state of bits, it flips them. (Close enough) [1]
8. Which game did Laurence Van Der Dink write, about a year-and-a-half ago?	(Little clue) Flimbo's Quest? [1]	(Flimbo-Dutch programmer) Flimbo's Quest [1]
9. Who is YO's programmer-on-a-string?	Richard somebody, or, Taylor [1]	Oh hours later, and we're not talking Richard Taylor! [2]
10. Which band hasn't got a computer game about them but releases the singles "Never Enough" and "Boys don't Cry"?	The Cure [1]	The Cure [1]

OFF OF THE YEAR 1991

ing of Intellectuals The Like of Which Has Ne'er Been Seen Before")

Final!!!

my Famous Five shirts which make me look frightfully mature, just like Julian. I'd listen to 'Lovely day' by Bill Withers, after all it's summer, I'd be in my shorts and I'd be on the way to

the pub!" Excellent!

His Henderson (FD/Your Amigo): Fresh from putting together a "TSP's Speech" for YA, He declares: "If I hear anyone, I'll

show my winnings with Oatmeal and fly to Sweden in a small vesper shell called Gerald. I'll wear a suit of purely synthetic fibres to avoid chipping," and adds: "Have you seen my funny

hoverboard?" before passing out.

Mike Clark (Code Masters): Mike was a runner-up in the last round but is planning a real assault this time. He says that if he wins: "I'd like to sail around the world and meet lots of people, especially buyers from major chain stores so they can purchase lots of Code Masters products in order to, as we, being about world peace?" He says he'll be listening to his "Dougall and the Blue Cat" record if he's the champ. We feel we ought to mention that he has talked us with C20 and a Smarties-Road-egg. Nice man!



JD WOTEF, Ho Ah Kung Fu, Ninja Master, Bruce Lee



DD WOTEF, B, Katsuka, Bruce Lee, Last Ninja



RH WOTEF, Ninja, Last Ninja, Bruce Lee



MC WOTEF, Kondo/Wanton, Kung Fu Master, Kang Fu

They all have 'Wallo' in them! [1]

They all star Wallies [1]

They all featured a Wally [1]

Characters called Wally [1]

Empire [1]

Readywork/Empire [1]

Empire [1]

Looks it up! Br... Empire! [1]

He's a parrot [1]

A slightly balding, acerbic, industry veteran [1]

Industry God! Inventor of Persiana and he wrote a book with Osborne Gordon [1]

He's a balding, genial cut, does anything for money and he's deeper than the Mariana Trench [1]

Denmark [1]

Denmark [1]

Denmark [1]

Denmark [1]

1.5m? [1]

A shade over 1.5m (Bain close) [1]

1.5m [1]

6m [1]

It inverts the lot! (Close enough) [1]

A binary function that helps prevent attribute problems (For a practical answer) [1]

It flips them! [1]

If your two input bits are different then the answer is true, if they're the same, then false [1]

(After much prompting) Flimbo's Quest [1]

Flimbo's Quest (after a mauler duel) [1]

System 3's dinky Dutch programmer, he wrote Flimbo's Quest [1]

Flimbo's Quest [1]

Richard Taylor, Hummel [1]

Richard Taylor [1]

Dr... You! (To Richard Taylor) [1]

Richard Taylor [1]

The Cure, of course! [1]

The Cure [1]

The Cure [1]

The Cure [1]

COMPUTER BOFFO OF THE YEAR 1991

How They Got to the Final

ROUND 1: PR-TYPES

Danielle Woodyatt (US Gold)

beat

Mike Clark (Code Masters)
Daniel Marchant (Storm)
Nicki Hennings (Rainbow Arts)
Tansy Lock (Domark)
Cathy Campo (Microsoft)

Danielle was by a half-point gained by out-smarting the YC comps on a question about Out Run Europe. Mike Clark later said "I was miffed!"

ROUND 3: THE YC STAFF

Jeff Davy

beat

Rik Henderson
Beverly Gardner
Paul Sims
Paul Hight
Pete Appleby

Rik still reckons that this one was a fix, "too Jeff's the Editor and he won by just 1/2 a point. Says Jeff: "It's a tie!", although some contestants claim he was later seen passing money to the comps behind the fax machine.

ROUND 2: PROGRAMMING-PEEPS

Joe Bonar (Probe)

beat

Carl Muller (Freelance)
Stan Schenkel (System 3)
Bobby Kake (Crescent)
Richard Taylor (Freelance/YC)
Jason Page (Softgold)

The Probe "team" cheated terribly by phoning YC on our other line to ask Rik the answer! So we gave them the point in question, and they won!

ROUND 4: MANAGING DIRECTORS

Bernard Dugdale (Elite)

beat

David Darling (Code Masters)
Geoff Brown (US Gold)
Terry Kavanagh (Kinsale)
Dominic and Mark (Domark)
Harri Goron (Infogrames)

This was a very close heat, there was just half a point in it but Bernard Dugdale just snatched it by scoring full marks

THE ANSWERS:

1. Way of the Exploding Fist, International Kung Fu, Last Ninja, Yie Ar Kung Fu... There's loads of the damn thing! It's one of the most popular game games ever!
2. They all star a character called "Wally".
3. Bepin. It's going to be on

cartridge in September and, with any luck, reviewed in the next issue or the one after.

4. Mel Croucher is a mixed figure in the computer industry. He formed a company called Automata and wrote a classic game called "Pirania" which offered a Golden Sundial to the person who could follow the clues to where it was REALLY

YES! IT'S THOSE CHEEKY QITS AT PROBE, AGAIN!

You may remember that the last time Probe didn't know a Boffo answer, they rang Rik and ASKED him! This time, to find out the name of our programmer-in-a-string, a member of Probe rang Paul Crowder, YC's Sales and Marketing boss, and pretended to be Stuart Drury (the editor of CTW, the computer games world's trade newspaper) to get the answer. And they would have got away with it too (as they used to say at the end of "Goodby Dear", it hadn't been for those meddling bots - in this case, Rik and Jeff knew the whole and Probe didn't find out the answer from us!

They also rang us a day later with their answer to that JME their answer to the 6th question which they got from CBM themselves. Cheeky gits! No point!

TAE POINTS:

Danielle Woodyatt (US GOLD) 13

Joe Bonar (PROBE) 13

Jeff Davy (YC) 13

Rik Henderson (YA) 13

Mike Clark (CODEMASTERS) 13 1/2

(an extra half for offering us the smartest egg! Thanks Mike, but we just couldn't give you the extra 1/2!)!

But the overall Boffo Winner is!

Bernard Dugdale (ELITE) 14

His prize is on its way!

We salute him, no-one knows as much computer trivia as he does, he's the new champion for 1991!

buried! He also wrote "Doss Ex Machina" which was a game accompanied by a soundtrack tape full of celebrities which you played while you went through the game. He describes himself as "a budding serial con", and who are we to disagree! Basically, he's a gad, or at least a minor daff.

5. Domark, natch. Although they probably won't be doing more.
6. Our top-selling (and this is also according to Commodore) is about 14 million. What a lot of C64's!
7. "Exclusive Or" is a very dull programming routine, as anyone who's ever sat at a Computer Science A-Level will know. Basically, it's how tall to go into here, but Mike Clark got it right!
8. Hendon's Quest. And we hear he's working on a sequel at the moment. This game was, darned, you may recall, on a YC cover tape which you can still get (see our tape offer page)

9. Richard Taylor. He also wrote this issue's Boffo questions. What a coincidence that this question should appear, eh?
10. The Curs. Here at YC we rather like them (could you have guessed?)

COMING SOON!

Computer Boffo is back for this year! But look out for future challenges from YC. Over the next few months we plan to take on programmers, PR-Officers, and the like, at things like Pen-testing, No-Testing and anything else we can think of, as well as going on our now-regular "YG Humiliation Tour", where we get soundly thrashed at the arcade games that are being converted by the companies we challenge. All this and more in the future...

CAST OF CHARACTERS:

- **MAIN**
- **PHANTOM CLUB**
- **COMEDIAN**
- **JAMES T. POINTLESS**
- **BRITISH SPIONAGE**

[Darkness. Sounds of shuffling, clinking of metal, the cold crunch of stubbing toes and swear words.

Man appears in the glow of a nearby lit oil lamp.

Two miners rest on their pick-axes, a camera crew and sound man collapse on the floor in exhaustion. All are disoriented by dust.

Miner speaks]

"Good evening all! This month [cough] Misadventures comes from a special location. From one of the deepest mines in the world - the gold mines of [cough] South Africa.

Have we got a camera for you this month? [turns to man behind him] - ah! that right lad? [no answer] Lads? Miners. Well, take it from me

we have. Two reviews and a selection of hints and tips." [Suddenly loud creaking sounds appear - a tremendous blast of light materializes from down the tunnel and a woman's voice is heard]

"Dorothy! There are six men hiding in the oven - fetch the police!"

[Cut back to man]

Time, over to our first review, from a diamond-Australian - kangaroo-KOOL - aborigine-bondal beach-surf'n' lady by the name of Dorothy.

REVIEWS

TROUBLE AT BRIDGETON

SUPPLIER: ATLAS

ADVENTURES

PRICE: DISK - 3.50 ; TAPE - 3.50

A strange plot resides in this

here adventure. Your good self has been left to look after Bridgeton asylum for the day.

Why? I don't know. I also don't know why you forgot to lock the door. So everyone's escaped which means you'll have to persuade the escapees. (Yes, yes - no, don't laugh - that reminds me of the story about these three Irish prostitutes, walking down the road, you WALKING) better, yes? Now you sniggering in the front row, yes. Is that your wife mister, eh, eh? Bit of sleight, a bit fat though, eh, a bit fat, Eh? Eh? But my mother-in-law... [sound of sniggering filling room] - sorry. Well that, the Phantom Club Comedian I'm afraid.

Anyway, the escapees, there are ten in all, must be returned to the asylum before the shape in charge find out.

Bridgeton, produced by Dorothy Millard, includes the usual adventuring commands, including 'speak' to interact with the characters in the game, plus handy abbreviated commands such as EX or, simply, X for examining anything.

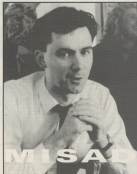
The design of Bridgeton is tighter than Dorothy's earlier games, it is also much larger than them, too.

Although rather basic, the 'exam' command doesn't give you an awful lot of extra info so, therefore, you lose a lot of atmosphere, the overall game is her best effort to date.

There is nothing "fresh" about Bridgeton, just a collection of puzzles strung together by a basic plot. However, this formula still results in an enjoyable game.

RATING - 70%

[Back to Man who is helping the two miners to try to dig another tunnel away from Dorcas and his wife]
Over to James T. Pointless who has some exciting news from the Planet Urph.



MISA

VENTURE

FAMOUS FIVE



and led the boys and girls to the top of the cliff. The boys and girls were very happy to see their sister. Let's see if she can help them.

INTERLUDE - THE SEARCH FOR SPOCK

[Cut to James who is in the bath, reading a copy of the "Tentacle's Guide to Healthy Rock Collecting".

James looks up a little startled]

Oh, um, can you come back later? I not really yet.

[Cut to a heading entered...]



You are sitting on the bed in the room of a house.

FAMOUS FIVE



You are sitting on the bed in the room of a house.

FAMOUS FIVE



FAMOUS FIVE



You are standing on the platform of a train station. A train is coming from the East.

***** END *****

THE FAMOUS FIVE ON TREASURE ISLAND

SUPPLIER: ENIGMA VARIATIONS
PRICE: TAPE - \$39

"Murder" and "Lashings and lashings of ginger beer" and "Murder" again and other spilling phrases are part and parcel of Enid Blyton's Famous Five series.

Oh yes, I remember the series of books well. I had the whole series I reckon.

Aye, there was I, a wee nipper, chickenpox by the armful, saved by a steady supply of the juicy adventures of Julian, Dick, Anne, George and the blindest dog Timmy.

But let me ask you this, what on earth was our Enid thinking about when she named the kids' Aunt "Fanny" and their Uncle "Quentin"? I mean, really, don't on, but a duck, I ask you, eh?

Any road up, this text/graphic adventure includes some intriguing character handling using a system called Workscape.

The game begins, when

Julian, Dick and Anne visit their Aunt and Uncle. This is the very first adventure so they had yet to meet George, the tomboy girl and her dog, Timmy.

From there they swim their way into treasure island, full of stereotyped villains and secret caves. Great fun, in fact.

The game world is dynamic, which means that events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present realism, just an impression of a game full of endless comic antics.

You can TELL and SAY things as well as ASKING them ABOUT things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also BECOME any of the Famous Five (except the dog). Each character has their own advantages: Julian is strong while George is the best swimmer.

You can even split the two

up to explore several directions at once. This is essential to solve some of the problems.

The parser is up to modern standards with linked sentences using AND, THEN and COMMA. Propositions can be used to alter the meaning of verbs and group commands such as ALL and EVERYTHING are also included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages, and graphics which pop up for selected locations. They are very well drawn and appear instantly on screen - pretty good going for graphics of this complexity.

The lower section is the text input area.

Highlights and criticisms fall upon the parser. When you don't examine something, the EXAM is automatically displayed ready for you to EXAMINE something else; very thoughtful and user friendly.

But the parser doesn't understand some basic words included in the location descriptions, although memory restrictions may be a factor here.

Criticisms apart, this is a well-produced game, with lots of imaginative production techniques. I hope that Enigma Variations are working soon a sequel to this first Five installment because I am sure it will be enjoyed by all Enigma adventures.

RATING - 3/4

URES

[Cut back to Alan who is being dragged, feet first, out of the oven situated in the kitchen of Mr and Mrs Pooter, Nottingham.]

"Aashh [grunt] well, hope you enjoyed our little office before we go home's a word from our sponsor. Leggo of my foot..."

All games can be acquired from:
AVEN SOFTWARE, 44 HIDE PLACE, AYLESHAM, CANTERBURY, CT3 3AL
 (CHECKOUTS AVAILABLE TO C.A. LOCALS)

[Applause as Mercurius Spencer wastes through a sea of silver tables, up a short flight of stairs, to stand behind a podium. The applause dies down.]

"Ladies and gentlemen, seldom can it have been a greater pleasure and privilege than it is for me now to announce that the next award gave me the great pleasure and privilege of naming a man without whose ceaseless energy and tireless skill the British Film Industry would be today.

I refer of course to my friend and colleague, Mr David Niven [just applause, a bit of emotion from Spencer]. Sadly, David Niven cannot be with us tonight as he is dead, but he has sent his fridge

[Applause; 'Around the World in Eighty Days' music; the fridge is pushed down by a chap in a Green coat].

This is the fridge in which David kept most of his milk, butter and eggs. What a typically selfless gesture, that he should send his fridge, of all his fridges, to be with us tonight. [Another burst of applause. The fridge has a black tie on. They adjust the milk for it. Then it proceeds to announce the nominations for best film...]

WINKS & NUDGES

ROBIN OF SHERWOOD

In the dungeon, stand on the prisoner's shoulders, grab the guard's ankle, then strangle him. In Nottingham Castle, talk to Marion then go through the window. In Sherwood Forest, fight Little John then get the quarrelstaff, tell him to follow you. Enter the waterfall to Home the Hunter's cave and get what's inside. Just before the archery contest - go to the outlaw's camp where you can hear about the contest. Go to the location where you can see Nottingham in the distance then GO TO NOTTINGHAM and enter the contest. When you have won the silver arrow capture the sheriff. At Castle de Batema climb the statue then enter the place of devil worship where Marion is tied and kill Simon de Bateman then ask Marion to follow you.

MANIC MANSION

Using Bernard, Ed and Raur. In the family room with the portrait, typewriter and, um, man-eating plant. An unsightly paint-splotch is on the wall. Have Bernard USE PAINT

REMOVER WITH PAINT! BLOTCH and a door appears. He OPENS it. Since it looks dark and there's no light he decides to wait until later (you should find a candle later on, open it and put the batteries you find inside into the flashlight).

VOODOO CASTLE

When holding the chemicals, carry the shield. Mix the chemicals for height reduction. To travel by the chair, wear the ring. To open the safe, dial 34 and 33.

THE BIG SLEAZE

Can't decode the note? DECODE NOTE Keep having your office land-mined? LDDR THE FRONT DOOR Can't open the safe? PUT DYNAMITE INTO KIMBLE'S LIGHT FUEL. Need the crowbar? EXAMINE THE MAC.

If you want to swell Paul Rigby's ego by sending him letters or if you want to ask him some adventuring questions, write to:

MISADVENTURES, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF

- and he'll put it in David Niven's fridge, er, print it, next issue.

Championship Special

ENGLAND



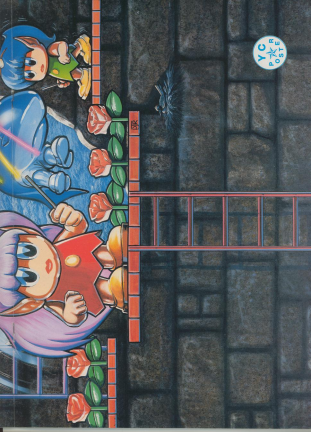

GRANDSLAM
COMPUTERS

AVAILABLE ON:

AMIGA ATARI ST IBM PC
COMMODORE GKR/CASSETTE
AMSTRAD DISK/CASSETTE
SPECTRUM CASSETTE

ROOLAND





NEON ZONE

S

Jeff Dwy (carrying his legendary YC cardboard camera) trucked to West London to check out all that's new and shiny in the arcade world.

STEEL GUNNER

STURM - a group of ruthless international terrorists. Didn't you just know they'd be some of them in one of these games? - are out to do all the things that ruthless international terrorists are known for.

Like destabilise governments, kill people and, er, amass massive private armies with plenty of weaponry just so that you can come along and have a good time blasting it all.

And that's just what you do, in this latest version of "Operation Wolf" and its ilk. You get the now-familiar view from down the barrel of a recoiling gun, mounted on the machine, of sundry troops and machines heading towards you with one thought on their mind - your death.

It's not all hard, mashing, action, though. It does have

STREET FIGHTER II

Several years back you may remember that David Bowie

and varied as you work your way up the "Street-Fighters" ladder and your opponent's moves are different according to who they are.

Apparently, in London's West End, spectators actually bet on who'll win while two players slug it out on screen. It's that real. But then again, it might just be that some people will bet on anything.



(UNNAMED) RACING GAME

Another in a line of formula one racing games but this time with a motor smart, seemingly-digitalised, car to drive.

It moves smoothly even if the sound's not always as smart as it could be.

However, the main attraction to the game is that up to four players can race simultaneously if two of the standard two-player, two-steering-wheel, cabinets are connected.

Flashes of comedy, such as between each level, when your Chief bashes the table in his anger at the way the terrorists have taken over the city.

Another variation on a tried (and trying) and tested theme. Quite a good blast.

and Mick Jagger got down to some 'dancing in the street' but in this beauty you can get down to some serious vicious smuggling in the street.

It's a one-on-one combat game with heave-ho sprites that animate all over. Lo, they shuffle and breathe as well as smack and kick.

The opponents are many



fresh

This leads to some very competitive and absorbing racing, replete with skid-offs, crashes and pit-stops. Drive, drive, drive!



BLADE MASTER

This is one of those large-mame-with-large-words battle games with an implausible and amusingly translated scenario, largely to do with evil warlords and kidnapped girlfriends/princesses and large weapons (Go-on!).

This means that you (and a friend) must stride purposefully around (initially) a castle, slicing and dicing the fantasy-inspired creatures that head toward you as well as smashing arms to gain bonuses and the like.

The graphics are in the Golden Age style and, as you would expect, well coloured and animated whilst the sound is suitably swishing and chopping!



them, it's really pretty damn playable.

Chariot picks up where Midnight Wanderers leaves off, with the player(s) now flying through a sort-of magic cloud-land, avoiding vicious, er, tricks and shooting evil means. It's also cheek full of laries...

Don't Pull seems to be the turkey of the three. It's a puzzler in the tradition of Pengo - you wander around a maze made of movable blocks, collecting things and crushing monsters.

It's sickeningly cutesy and not my cup of tea to tell the truth, it also

disappoints by being rather unplayable.

FOOTBALL CHAMP

This has to be the hottest machine out of all on display. It's the football devotee machine. You pick the number of players (up to four), the country you're playing for and let rip.

Obviously you'll know the rules of football - and so does the ref. He stays with you throughout the match and is ever-ready to adjudicate.

When he does (or a throw-in or free kick) there's a rather spitty TV-style zoom-in on the player taking the shot.

The players themselves are in a very 1980's Roy of the Rovers style whilst the sound has rather impressive crowd cheering.

There are also two commentators who bug you throughout the match, and photographers, whose lenses you can knock over (accidentally, of course!) if you kick the ball off near the goal.

This arcade game's a corker. If it was a GBA game it'd be a Fun One right away!



MIDNIGHT WANDERERS/ CHARIOT/DON'T PULL

Three games rolled into one is not something you often get with new arcade games but this Japanese wonder has three games, two of which feature the same characters.

Midnight Wanderers sees a rather Ghoulis and Ghouls style of play as you seek out the Magical Chariot to save an imprisoned princess (hold on, we've had this scenario 82).

The characters are as cutesy as anything but with a Medieval/Mythical tinge to



NEXT MONTH

IN THE MAGAZINE
THAT MAKES THE
ENCYCLOPAEDIA
BRITANNICA
LOOK VERY
BULL INDEED...

Wherever this arrow
lands, I shall purchase
the September issue
of YC.

THE BEST COVER TAPE YET (PROBABLY):

Not only do we have 'Fruaky Fish', a wholly-new game written by our favourite New-Age programmer-on-call

Richard Taylor but also... The one, the only, the original: 'Football Manager' - the footie management game that launched a thousand others is on OUR tape, yes siree! Another classic hit for you lucky, lucky readers.

THE YC HUMILIATION TOUR 1991 - PART TWO:

The YC Unruly-Squad go for another severe drubbing at the hands, this time, of Storm's programmers on some of the arcade games being converted at the company's shady London HQ.

CODE MASTERS PROFILE:

This time we really do, honestly, promise to look behind the scenes at Code Masters. We'll get 'dizzy' interviewing the Darling Brothers and see what 'antics' they get up to at their farmhouse hideaway.

PLUS: So many other pages of colourful news, review, previews, compos, cheats and other wonderful goodies that we daresay you'll explode just thinking about it!

YC SEPTEMBER '91

Summertime, and the living is easy!

OUT AUGUST 22

Since we are strange and rather creative types, we often change our minds about what we put in this fun-packed magazine. So don't be surprised if next ish is full of different, but even more corking, features than we've mentioned here. OK?



Please Newsie, I'd rather live you to reserve me a copy of the ever-so-spiffy YC every month. In return, I'll hand over my pocket money for you to spend on whatever you like, and I certainly wouldn't do that for every Tom, Dick and Harry of a computer magazine.

MY NAME

MY ADDRESS

Give this to your local paper shop before it blows away!

FINAL BLOW

Jason Miller could have been a contender, instead he's slumped with previewing this new Storm boxing sim.

Sounding out, Round 2! Yeah, making money out of smacking the living daylight out of some poor sucker's face. You know what I mean, money?

If you're brain-dead, you might as well use your head as a human punching bag and make a few megabucks out of it. You may be lucky and become World Champion. So grab your boxing gloves and go to the gym—smash the padded out of some guy's mouth, leaving him with a mouth full of blood.

Your chance to join Chris Eubank, Nigel Benn and Enzo in this slightly barbaric sport's hall of fame, as you forget about the Queensbury rules and nearly kill your opponent.

With Final Blow you have

the opportunity to become the next world champion without getting your face damaged, in the comfort of your own home.

The aim is to splatter your opponent and get him carried out of the arena, using a combination of strength and skill.

Then again, shown from the side—you control the distance of the other—few of the boxing aficionados born huge, they're larger than your average spital. You don't get the whole ring on the screen, either, as you beat your opponent backwards (or they beat you backwards), the screen scrolls to reveal the ropes.

The boxes move their legs and arms in a grand fashion, boxing neatly at each other, blocking shots when they can. Their size really adds to the action. In the preview version there's no sound but we're sure it'll be rocking, as will the finished looks, graphics and movements.

Be it blood and violence has you intrigued, then Final Blow will be the game for you. It's shaping up to be a real knock-'em-out game that you must have a look at upon its release.



So do you wanna be a boxer, in the golden ring ... Boof, doof, doof! The YC boxer plodders his opponent to the side of the ring and into the ropes!



CREDIT CARD

NAME: Final Blow
SUPPLIER: Storm
PRICE: TBC

RELEASE DATE: September

HOLIDAY SPECIAL



THE HOLIDAY SEASON.

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Skull & Crossbones



A vast fleet of life-sized vessels! It's time to prove you're matched in a bloodthirsty battle to the death with the Evil Doctor and his mercenaries.

Host the Jelly Roger and set sail through strange and exotic lands with your old adversaries Red Dog and One Eye. Whichever they may be, but beat them out — tempter soon flies to head to head clashes over the spoils of your piracy.

Skull & Crossbones is the most blood-curdling arcade game on the market — not for the faint-hearted! Blood flows, razor sharp cutlasses hack through the flesh of hideous opponents, arms and legs are — AAAAAH — it's just disgusting!

There's treasure, jewels, gold and booty waiting to be captured and ghostly creatures to be sluffed.

It's a tough and dirty job — and we all want to do it!

**MOBBE SAKRICE THUAN BARBARIAN! ... MOBBE BLACKIE THUAN PRINCE OF PERIA.
MOBBE LAAGERS THUAN! ... NEW FRONT SHOP!**

Get it now — but don't, please don't show your grandmother.

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TENGEN

The House in Color - On Consoles

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DO MARK

Jason Miller was feeling rather thirsty and spotted the box marked 'Jahangir Khan's Squash'. "Hmmm," he said, "I wonder what flavour it is?". Predictably, Jason stayed thirsty!

JAHANGIR SQUASH



Q What an absurd picture this is, why are these people in the middle of a block of Rainwater's Chessier? Do the Environmental Health people know about this?



It's that time of year when everyone gets out their rackets and balls (so-er) and watches the Wimbledon championship on the old box (Er, that was last month) this. Pretending to be like the stars, such as Stefan Edberg or maybe Mats Wilander. Tennis is here once again.

But this is a Squash game we are dealing with, so that's just paid to that. And nothing to do with orange or lemon squash but Jahangir Khan, the world's greatest and most successful player in the world of Squash. He's won the world championship six times.

Jahangir Khan's simulation is a rather nice piece of software, brought to you by Kinetics, and offers a wide range of options.

Well, what with George's Khan and Ibrahim Khan, the name Khan must be connected with winners - when Jahangir is in a Squash court, you would probably need a pair of Mike Ali 160's with an engine connected to them to keep up with him. He's fast!

What do people that are fascinated about how balls smack a little ball around a court? I don't have a clue! But Squash is

quite a simple game to understand and is played by millions, although you'll need a level of fitness well above normal in Jahangir's simulation.

as the difficult level is, it's a high standard.

Be Squash, why does it have any rules or do you just hit a ball against a wall? Well, don't worry, I'll explain the rules behind it. Just like any racket game, you have your court which is divided into two halves. You can only win points on your own serve and you must serve into your opponent's half. Just like badminton, the first person up to nine points takes the set. Even a victory could be a draw if he tied.

So, you'll need your Mike Ali 160's or a couple of years of a competition from Mike, or something? Where's my rackets? But as you take part in either club tournament, where you play in a not so hard league (that must be a joke! Have you tried playing the game?) where you play the sort of Jabsawer-like and yourself, or the pro level, for no extra charge at all. I must stress now that this game is very hard to win, but once you get the hang of it and know the rules, you may end up the champion.

Now, this may sound weird, but then again two people hitting a ball against a



R KHAN ASH

ball is not all that same - but the colour of the ball controls its speed and the amount of bounce it. Well, hey! That a squash fan will enjoy this.

The graphics and sound are not that bad, but the sound does become a pain after a while, just the sound of a ball against a wall, it could drive you mad.

But if you are into hard physical sweat and racquet games this is just the one for you. So hit that winning stroke and try out...JK's Request!



A game full of balls and rackets with enjoyable gameplay

CREDIT CARD

●	●	●	●
● ▶ SOUNDS	● ▶ GRAPHICS	● ▶ LIFE FACTS	● ▶ HALF LIFE
● Can become annoying after a while	● OK, but nothing to boast about	● Very hard from the off	● You live back for more if you survive "punishment" (20-25)

NAME: Last Thing 3.
SUPPLIER: System 3.
PRICE: £9.99 tape, £14.99 disk.
RELEASED BY: Early January 91.

OVERALL **72%**

RED HEAT

HIT SQUAD £2.99

I haven't seen the film and (excuse my ignorance) hadn't actually heard of it until I saw this game, so I didn't know what this was going to be about.

You play the part of super-tough, bull-busting hero Ivan Drago (for Junior today to you and me) whose job it is to track down Viktor Farkas, the head of an international drug-trafficking ring.

In the first part you guide Ivan through a rather large and swasty hot house, punching, head butting, shooting or just insulting every hired heavy that comes at you. There are various objects lying around to be picked up, including guns and ammo.

If you make it out of the hot house then you will go on to a hospital, the streets of Chicago and another location.

The graphics are quite detailed, even if you do only see half of your man at a time. The do work well and the animation is good. The music is a bit weird, I couldn't make up my mind whether it was crap or not.

There is quite an original high score table input, it looks like a real of film turning when you select.

I suppose this is worth the asking price, it will probably keep you coming back for a few more.

SCORE 0000



THINK I THINK!

WITH RICHARD TAYLOR

THE
BUDGIE
COLUMN

THE SKORES

WD S4000 - This game is too abysmal for words.

D - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

CD - Not even worth a look, it's only appeal would be for amusement.

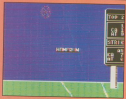
000 - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

0000 - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

00000 - This is the best you're likely to get for your pocket money. Well worth rearing your piggy bank for.



© Jason "Smasher" Miller catches the ball skywards and makes a daring run for first base. The batters hurry to catch his fiery shot.



When the word "batter" is heard all across the United States it can only mean one thing. Yes, it's Major League Baseball, the Americans' love pasture.

The crowd go wild, stuffing their faces with popcorn and candy bars,

The movie "Major League" with Charlie Sheen in those tight pants and slick baseball cap could soon be you, not forgetting that all-important part which adds to the true meaning of Baseball.

Unlike your "ah, ya, let's watch a game of boring old Cricket", baseball has

Jason Miller declares he's had enough of leather on willow and goes for a real American Sport.

R B A S E



enthusiasm and excitement. When the Americans do something they do it in style.

Baseball is a game to be reckoned with and after you have played NES Baseball you'll be a great fan of George Bush's love game.

Once these guys go down to the park to play ball, all they have in their mind is to win! This is because Americans must have a winner - draws do not count - unlike Cricket which usually ends in a draw due to the weather; a Baseball player is so macho he is not deterred by a little bit of rain.

NES Baseball simulates real baseball in the sense that all the rules and game play are the same, and before you start to worry, the rules are not difficult to learn. You have nine innings, a batter, a pitcher and fielders!

Good, I'm really mainstream as I'd never have guessed that, but it is not so simple!

The aim of the batter is to attack the ball out of sight over the grandstand for a home run.

The field is split into both defence and offence, the pitcher is defensive and must strike out his offensive opponents by hurling the ball at an amazing speed of up to 100 mph. When the batter hits it, they must sprint to one of four 'bases' before the ball is caught and thrown at a 'base'.

The umpire is never wrong, if you are out there is no arguing with him. This must be the reason why J. Moynihan took up tennis as there is no place in Baseball for a super-lard. Then again he doesn't get his own way in Tennis!

Just like the real game if your team is struggling then you must change the players. The players do get tired during a game, especially the pitcher, as no one can throw a ball at an average of 90

BASEBALL

mph all night.

So put on your glove and step in this fantastic and well-detailed high-action ball-against-wood game. This must be the most realistic version of Baseball and you don't even have to be an American to enjoy it.



CREDIT CARD

- | | | | |
|--|--|--|---|
| <ul style="list-style-type: none"> ● SOUNDS ● Not a bad tune can get annoying after a while | <ul style="list-style-type: none"> ● GRAPHICS ● Very well illustrated | <ul style="list-style-type: none"> ● You'll be ● 40 FACTS ● sound into it before you know it | <ul style="list-style-type: none"> ● You'll be playing soon ● HALF LIFE ● when your gun runs out of its fuel! |
|--|--|--|---|

NAME: Full Two Baseball.
SUPPLIER: Domark.
PRICE: £16.99 tape, £18.99 Disk.
RELEASE DATE: Out now!

THIRDMAN

89%

Domark hit a home run with this baseball smasherootie.

TWEET TWEET!



THE BUDGIE COLUMN

WITH RICHARD TAYLOR



APB

HIT SQUAD £2.99

You take the part of veteran cop Officer Bob, whose job it is to clear the streets of crime.

You must write your way through just one week. Each day you are given up to four different offenders that must be apprehended, these range from litterbugs and drunks to highly



L.E.D. STORM

RICK £2.99

If you like the older style top-view racing games, then you'll love this.

Straightforward idea, drive as fast as you can whilst avoiding other vehicles, oil slicks and mines etc. There are things to be picked up, including energy pods, shields and point bonuses.

Special cars can also be collected to spell out 'ENERGIZ', which will replace oil of your fuel.

Whilst driving along, you can jump to pass otherwise untraversable areas and cars. You can land an enemy car to squish them for bonus points.

By pressing fire and pulling back, you can change to a motor bike if you feel it at all necessary.

The graphics are suitable and the sound is OK. And, like I said, if you like older racing games, you really will enjoy this one.



dangerous drug-dealers. Sometimes, when you catch a particularly nasty offender, he must be taken to the station and questioned by, strategically enough, wiggling the joystick until he confesses. And, by God, I don't think I could take too much of that either.

If all goes well your salary bonus should be quite a hefty one.

It looks quite good and it runs fairly smoothly. The David Whittaker music fits the game quite well, too. Not amazing but fun to play and worth a few quid.

SCORE 0000

SCORE 000 1/2

SWITCHBLADE

Richard "Halibut" Taylor stands in dark alleys and threatens passers-by as he tests out Switchblade...

The scene is not too exciting. Havoc has descended on the lands, 100% a rather powerful pain-keeping sword has been disintegrated by a bunch of bad guys.

You, as a good guy (natch), have to find all the sixteen pieces so that Havoc can be defeated and everybody can live a happy, peaceful existence, listening

to Radio 3 and tending their gardens.

To achieve this you must wander around exploring underground caverns and encountering various nasties. Better weapons than the blade you begin with can be found lying around, although some are hidden by backgrounds, so it is worth checking everywhere.

Better weapons have



limited shots, usually about twenty shots per weapon. The strength of certain weapons can be increased by keeping the fire button depressed, and is indicated by a power bar.

Pieces of the sword are also hidden about the place, along with other useful items, such as enemy bloods, weapon enhancers, and power ups can be discovered.

A majority of the underground backgrounds are brickwork, and some of this can be shot away to gain access to other rooms and to reveal hidden objects. These look slightly different from normal bricks, and it is worth knocking all of them away, just to see what happens.

The control of your warrior-sprite takes a bit of getting used to, and at first seems really awful. You can kick, fire, jump and run. All fairly standard, really.

The graphics are quite bad on the whole, the sprites in-particular are pretty awful.



Some

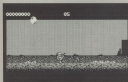
are pretty respectable, though, and the explosions are nice, with pieces of whatever you've destroyed floating about the screen for a while.

The music and sound isn't too good, tending towards the dull and repetitive side of life. The presentation isn't really up to the mark, either.

It might sound that on the whole it isn't really that good, but there is a strange addiction that creeps over you and a nice control method that will make you play this quite a bit.

My first impression of this game was, "Oh God, this looks awful". It didn't seem to play very well either. After forcing myself to have a go at it a few times, I started to get into it quite a bit. After a few hours of play, I was really hooked!





Source	Look	Half up
head, head	used in	This will
source	places that	keep you
line in	you	going for
strangely	looked	a fair old
well	after a few	whiles,
	again for	
	well,	

85%

Switchblade is a visually and aurally unimpressive game but good fun to play.



WITH RICHARD TAYLOR



and eventually gain sufficient equipment to enable you to escape. During your hunt through Targ you will encounter many vector-geographical structures resembling buildings, and objects that must be put to use to help you solve puzzles and get out of town.

There are jobs to be had, things to buy and choose to fly around in. All quite weird and wonderful, challenging and absorbing.

A real classic game on the old 64, one that should not be missed by people who did not catch it first time around. At this price, with the manual fully included, it really is great value for money.

MERCENARY

1994年12月

I, like so many other people, played this game when it first hit the scene and was totally amazed by the graphics and sheer speed of it. Playing it again now it seems a bit lame and, well, slower than I remember. This is not to say that it's not a good game.

[illegible]

pretty smooth and fairly fast and they responded well to your joyful instructions. And the colour, although limited, fits quite well.

They hope to
to explore the
city of Uruk.

SHORE 0000 1.45



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Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payable to ALPHAWITE PUBLICATIONS LTD.

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Other issues are available but not shown.

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MERCS

We told Jason Miller to test out *Mercs* and the next thing we know, he'd been picked up for car theft at the executive car park – maybe he misunderstood.

Whilst touring in central Africa, trying to obtain a sentence a group of Zulu revolutionaries decide to have a bit of fun by kidnapping an ex-president of the United States of America.

What the hell is he doing there? I hate you sir! On a peace assignment for the peace of the world, for our man, please to all brothers and love those neighbour yeah! A typical hippy attitude towards life.

That could be the reason for saying at the beginning of the game "Winners do not take drugs" but they come very close to becoming a champion, saying no names, don't they?

The Americans decide they will not send in military intervention and lose heads

eyes. So they can send in the blacks to stop the entire Zuluian rebels, of course! I should have remembered that one man can wipe out the



thrill packed levels containing game play straight outta "Beach Head", where the enemy is ready to destroy you as an "Airbase" where the fire power is beyond belief.

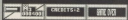
This section is the heart of the matter and the life of the president lies in your hands. Almost everything in sight is crates, hide energy, weapons and a Megalocids. Also collect as many medals, as when you kill all these innocent and the not so innocent Africans, you can become a hero and have a chest full of medals. (Don't normal men have hair on their chests? Yes, but you're a Merc super-hero.)

Mercs is a rather hard game to play, which makes it more interesting than the other commando shoot-'em-ups. As, if you can complete a game in just a few tries, you will get bored of the game and put it to the side. The graphics and sounds are pretty trendy indeed with a very smooth game play.

region of Africa. Are you set to go to Africa? You are a trained soldier and an expert in anti-tank tactics.

So with all that training go and beat-ov-up the way mercs do, giving no mercy to the enemy whilst Julia Roberts would sleep with the enemy. I know which one I would prefer and its a different sort of action packed fun. (Er... sorry! lol.)

Mercs is split into eight



CREDIT CARD

<ul style="list-style-type: none"> OK but can become annoying after a while. GRAPHICS SOUND 	<ul style="list-style-type: none"> Fast and GRAPHICS smooth game play well defined. 	<ul style="list-style-type: none"> Very hard to complete but you'll GAME ACTION be glued to your seat... 	<ul style="list-style-type: none"> Until you have received the president! HALF LIFE
--	--	---	---

NAME: MERCE
SUPPLIER: US Corp.
PRICE: £15.99 tape, £19.99 disc.
RELEASE DATE: Oct 1991.

OVERALL **56%**

Thrilled with fast-action packed fighting from the off.

Tweet Tweet!



WITH RICHARD TAYLOR

Ghostbusters. That was the only good thing about it, I thought, and might well have been the same with this.

In the first part you must guide an intrepid ghostbuster to the bottom of a sewer to pick up some urine samples. On the way down you encounter various inflated ghosts that should be destroyed, for their own sake really.

As you are lowered down, you can swing left and right to pick up objects and energy bonuses. Weapons can be changed about as you drop.

If you complete this, the 'Busters go on to clear up



GHOSTBUSTERS II

HIT SQUAD - 2/99

This game doesn't have the speech that blew everyone's socks off in the first

Broadway and finally the museum. If you complete this, then who knows?

I found it a bit of a bore, which may be to do with me not being a GB fan. If you are a fan you might like it for the sake of its name.

SCORE 00



Jason Miller's not afraid to battle with demons and trolls but he went a bit white when we only gave him dice to do it with!



Gasp in horror or amusement? The board game *Dungeons and Dragons* has been designed as a console adventure game (again) in the form of "HeroQuest".

So with no hesitation I grasped my joystick and set forth to accomplish the mighty task that lay ahead.

"Why is it a mighty task?" I hear you say. Well, for many decades the legions of Morcor the Lord of Chaos have destroyed all, even the bravest of the bravest warriors of the Empire have turned and fled with their tails between their legs!

HeroQuest is a fantasy role playing game with a dash of "let's stick it to 'em! Most 'em in the head!" too.

You take the chance to role-play the Magician, an Elf, a Barbarian or a Dwarf, who all have their own characteristics, strengths and weaknesses (because, let's face it, a Barbarian or a Dwarf is not going to be able to cast a spell and the Magician won't have a clue about weapons, eh? Then again, Uweil Elar didn't have a clue either and look where he got).

The computer controls all the movements of the evil Wizard and therefore giving you more trouble than you could have anticipated.

A typical board game is long and sometimes tedious, but you won't find that with this game as - yes! - you have

the chance to play with up to four players at a single time, tell me how many computer games can do this for entertainment.

Just because it's on your Console, matey, doesn't mean the rules of the board game change, either, since these old veteran computer people stick to traditions. This means only a few rules have been altered so new ideas must seep through, this can only lead to better gameplay on the computer version.

HeroQuest has an outstanding amount of levels, too. In fact, a staggering 14 levels, but the primary rule is to always start with the Maze.

This level has a fabulous scenario and you can't go wrong unless you run into the evil wizard.

Just like a board game you move in turns using the dice symbol.

Stop! Do not go despair and go round shouting those unsexy swear words as the game is not that boring, it is more fun than those Sunday mornings at Grandma's house having to put up with the same old conversation.

But I know you like adventures with maybe a few tactics and beat-'em-up parts thrown in, well this has them all. Combat is not combat without you using the actions and getting the feel of your man's combat is split into two different stages. Which

HEROQUEST

are attack and defence.

Several things... until you find out that the computer moderates all the action! What? That's not us, it's worse than just standing there watching your mate get the living daylight's kicked out of him in a pub punch up.

What's he on about? Well, if the computer controls your moves and you attack the

Console he is not going to give you moves that will kill him, all you can do is wait and hope that you have enough strength to withstand his attack.

Readers, don't get the wrong impression about HeroQuest as I'm not slagging it down, the scroll play is amazing and the adventures will have you glued for hours





Puzzles must also be solved and so as not to get caught in trap doors, subvert those obscure monsters by gaining money and becoming wealthy as this will boost your body strength and gain you more goods

So, if you see one of the sort of people who enjoys fast action-packed games I advise you to give this one a miss, as this sort of game is for your typical stargate collector.



You could
lose them
for hours

100

62%

Finally, the computer version of the board game.
Was it really worth the wait?

LOGIC

Everybody knew that Jeff Davy had already lost his marbles but now Rainbow Arts have put them in a puzzle game!

There seem to be as many puzzle games around as driving games at the moment. They land on my desk and seem to say: "Hello, I'm a new and even more fondish puzzle game, I bet you can't work me out!"

But, unlike *Gen-X* last July, I've begged this one, oh yes. And it goes like this...

Marbles, and plenty of them.

They come one at a time from the side of the screen (who knows who's throwing them) and roll (or, more like 'slide') up and down a tube-like marble-run until they find an empty slot in (depending upon the fondishness of the level) one or more four-hole wheels.

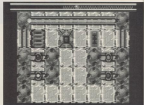
These top wheels are connected to a network of others and, by spinning the

wheels around and pulling the joystick in a certain manner (Do-eh), you can send the marbles roll... or... sliding around the grid.

You do all this for a particular reason. To finish a screen you must 'explode' every wheel on it. This doesn't mean dynamiting it and losing it from the game (although that could well have made the game more interesting, it not much more exciting), it means filling a wheel with four similarly coloured marbles, at which point it explodes!

To make things difficult, not all the wheels are connected to each other and sometimes these may only be one or two wheels at an entrance to a massive grid of other wheels.

As the levels progress,



restrictions start cropping up on some of the connecting chutes between wheels, only a certain colour can pass down a chute, things like that.

And what makes it the most difficult and awkward of all is that the marbles (appear to) arrive randomly. Of course, if you're trying to fill a wheel full of one particular colour and you're waiting for the

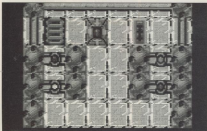
fourth matching marble, you'll probably say that it's not random at all but working against you, as you pile away another wrong-coloured bead. But that's part of the fun!

So, like all puzzle games, it appears immensely simple but in practice it's a real pain. An addictive pain, of course.

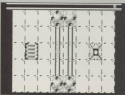
Now, I hear you ask, what have Rainbow Arts come up with? Well, the answer is another damn good puzzle game for the collection, as if you didn't have enough of them already.

The graphics might be pretty poo-er, in fact they ARE pretty poo-er, but the jolly tunes will egg you on as you experience the grip of the game's best element - its gameplay - which is stupendous. You wouldn't credit such a small, unassuming, puzzle game with such addictive gameplay.

So I have no reservation in saying that *Logic* is this month's star puzzle game and is worth shelling out the money for it a) you like this sort of thing or b) you haven't bought a puzzle game in a while and are feeling withdrawal tingles from the game.



CAL



This month's star puzzle game:
Come on down Logical!

CREDIT CARD	SONICS	A lot poor the muscles	THE PUFF	HALF LIFE
	Change tunes through- out	CLIFFHANGERS	You'll be grinned immediately by the fantastic puzzling action...	And still at it, tearing your hair out, weeks later!

NAME: Logical
SUPPLIER: Rainbow Arts
PRICE: 10.99 tape, 19.99 Disk.
RELEASE DATE: Out now

OVERALL
80%

PUFF
PUFF



WITH JASON MILLER

the toll man. With Little Puff, fantastic animation of the cartoon figures goes with great gameplay (Oh Are you reading the book? Etc).

Creatures with no bodies play a starring role in Wizard Willy, such as eyes winking at you - it must be your lucky day!

Willy must 'zap' and 'karpak' all the evil ghouls and guardians in the dungeons with his magic powers.

Stan and Oli were a funny bunch of guys in their time, now here come Oli and Lisa, in Oli and Lisa 2, Oli has the misfortune of having

QUATTRO 4 CARTOONS

CODIMASTERS - 2.99

Codemasters have been at the compilation link again, this time with four of their 'Cartoon Timer' games...

In Frankenstein Junior, Franky has to solve mystery of the whereabouts of his father's body! He has to be careful not to have his heart broken into many pieces by ghosts and the like as he pokes around a creepy house. It's a hilarious game, full of action.

Little Puff sees a cute character getting heavy-head-bashed from the toll collector. If he doesn't pay up, he can't go home! So, join Puff, (Built By) collecting magic potion he can breath fire and become a real dragon.

This makes it easier to collect four letters to give to

to find the pieces of Lisa's car.

We must go through thick and thin with his nose to the floor, prying through a magnifying glass, looking for clues, because this is a puzzle/adventure game.

The construction of this game is well thought-out, with some real rib-tickling actions on the part of Oli.

Codemasters have put together four rather good games and for this price you can't really go wrong, unless you have them all already!

SCORE 0000



MULTI-PLAYER SOCCER MANAGER

Jason Miller puts on his Brian Clough false nose and his Ron Atkinson fright-wig, ready to play ball with another D+H footie offering.

Are you as tick as a parrot, like most of the football managers of today, who pull their hair out when the results don't go their way?

Well, you can stop into their slip-on shoes with this 'un.

From the terraces of "El Estadio Bernabeu" at Real Madrid with my usual and flame-thrower (Flame-thrower) 11 bit, giving football that element of

excitement, I was grabbed by YC to give a view on this new footie game simulation.

MPS is a management game, where it is your task to manage your team against 60 real computer-managed teams or 3 non-computer players (i.e. your friends, if you have any). What more do you want? If you want something that'll take a while, this is it.

I can tell you for nothing that you will need a pack of

COMMUNIST DIVISION 4										
Manager	W	D	L	P	G	PT				
Blackpool	0	0	0	0	0	0	0	0	0	0
Barnley	0	0	0	0	0	0	0	0	0	0
Cambridge Utd	0	0	0	0	0	0	0	0	0	0
Carlisle Utd	0	0	0	0	0	0	0	0	0	0
Chesham Utd	0	0	0	0	0	0	0	0	0	0
Colchester	0	0	0	0	0	0	0	0	0	0
Doncaster	0	0	0	0	0	0	0	0	0	0
Harford Utd	0	0	0	0	0	0	0	0	0	0
Llansana City	0	0	0	0	0	0	0	0	0	0
Peasehara Utd	0	0	0	0	0	0	0	0	0	0
Southend	0	0	0	0	0	0	0	0	0	0
Southport	0	0	0	0	0	0	0	0	0	0
Wrexham	0	0	0	0	0	0	0	0	0	0
Wokingham Utd	0	0	0	0	0	0	0	0	0	0
York City	0	0	0	0	0	0	0	0	0	0

PLAYERS: 11 TIME: 10
 GOALS: 0
 KICK: 0
 CORNER: 0

Gilette Blue razors, you'll probably have grown a beard before you have even got half way through the season.

But the good things do come to those who wait, because as footie manager games go, this is one of the best. The strategy behind the game must be mastered if you are to win and, once you're hooked, you'll be there for hours, awaiting the results and hoping that the teams above you lose just like the real thing!

The other side of footie is also in play. The cat bootleggers and their bottles of beer cause trouble when ever they can. Yobboes are hard to keep down and they

give your club a bad reputation which can lead to a fine.

Money is very important, there being a financial aspect to this game - so you'd better hope that you don't get to manage Millwall, or you'll be bankrupted in minutes!

One thing to be noted is that there's no arcade element to it. Not even any game highlights throughout the whole 30-week season, the League and FA cup ties also. Despite this, the idea of competing and trying to become the best manager in England is some task to behold, with your technical ability put to the test. You need to know things such as



CREDIT CARD

A creditable "MPSM" is a credit card.

Is watching!

The loan distribution is a bit of a sight.

←GRAPHICS

Amusing for a lookie lies.

←FPS FACTOR

4-HALF LIFE
If forward, you'll have a heart like Santa Claus.

NAME: Multi-Player Soccer Manager
SUPPLIER: S & H Games
PRICE: £5.99 tape only.
RELEASE DATE: Out now

CONTROLL

60%

If MPSM was a football team, it would be in the Sunday League, probably.

which player to buy or sell at the right time in the season, in order to gain the best result.

If there's one thing that this loan-controlled game does do, it gives you a better understanding of behind-the-scenes of a football manager's office, the pressures of things such as

good attendances and whether you'll have a fantastic financial record, TV coverage and large amounts of success and adulation.

This is a real football-simulation game and will have you (if you are one of them) glued to your seat, playing all day on your 64!



TRANSFER MARKET

Team	Buyer	Player	Cost
Blackburn Rovers	£1M	Sheepston	£5.0
Derby County	£1.5M	Skilton	£5.0
M. S. A.	£1.5M	Cartwright	£5.0
Liverpool	£1.5M	Hornblow	£5.0
Preston N. C.	£1.5M	Jorge	£5.0

INVESTMENT & MATCHES

Player	Cost	Team
Blackburn Rovers	£1.5M	Sheepston
Derby County	£1.5M	Skilton
M. S. A.	£1.5M	Cartwright
Liverpool	£1.5M	Hornblow
Preston N. C.	£1.5M	Jorge
Blackburn Rovers	£1.5M	Sheepston
Derby County	£1.5M	Skilton
M. S. A.	£1.5M	Cartwright
Liverpool	£1.5M	Hornblow
Preston N. C.	£1.5M	Jorge

Week 1: Blackburn 1-0 Liverpool

TWEET, TWEET



THE BUDGIE COLUMN

WITH JASON MILLER

They are masochistic enough to die for their country, are you?

BROWN COMMANDO

Charge up those batteries and put them to good use! Not in your walkman but in your bloody arm - all the Elite fighting force have arms that can do strange and peculiar things (you see).

The force of the punch from that arm would even have Mike Tyson cowered and think God, because the alien have once again decided to attack.

You have to swing from platform to platform,



MULTIMIXX 3

KIXX - 4.99

STREET FIGHTER

Do you have trouble kicking your way out of a paper bag? Well, do not despair, the arcade game "Street Fighter" has arrived on the old Commodore on budget.

So pack your bags with those knuckledusters, etc and take a trip around the world, beating everyone up for the fun of it. No holds barred, no spared. Back it to them where it hurts!

On budget, this weighs in as not just your average beat-'em-up.

FM40

Put on those Ray-Ban glasses and feel leather jacket! The Pacific sky's the limit and it's your turn to be a hero like Tom Cruise, flying in a F4U, destroying Japanese battleships, blasting away through the flux-fused pipes at those crazy Kamikaze pilots,



puncturing out their little alien eyes in this flowing, action-packed game.

The whole Multimixx package is certainly worth your cash. These games are a lot of fun.

SCORE 0000

SOFTWARE



CECCO COLLECTION

CYBERNOID 1 AND 2, STORMLORD & EXOLON
CASS £5.50



COIN-OP HITS

OUTRUN, THUNDERBLADE, ROAD BLASTERS,
SPY HUNTER & BIONIC COMMANDO

DISC £5.50

C64 GAMES (FULL PRICE)

Item	QTY	UNIT	PRICE	QTY	UNIT	PRICE	
101	1	EA	10.00	101	1	EA	10.00
102	1	EA	10.00	102	1	EA	10.00
103	1	EA	10.00	103	1	EA	10.00
104	1	EA	10.00	104	1	EA	10.00
105	1	EA	10.00	105	1	EA	10.00
106	1	EA	10.00	106	1	EA	10.00
107	1	EA	10.00	107	1	EA	10.00
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185	1	EA	10.00	185	1	EA	10.00
186	1	EA	10.00	186	1	EA	10.00
187	1	EA	10.00	187	1	EA	10.00
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192	1	EA	10.00	192	1	EA	10.00
193	1	EA	10.00	193	1	EA	10.00
194	1	EA	10.00	194	1	EA	10.00
195	1	EA	10.00	195	1	EA	10.00
196	1	EA	10.00	196	1	EA	10.00
197	1	EA	10.00	197	1	EA	10.00
198	1	EA	10.00	198	1	EA	10.00
199	1	EA	10.00	199	1	EA	10.00
200	1	EA	10.00	200	1	EA	10.00

C'mon, we all know that you don't lock yourselves up in your bedroom with just your commie to keep you amused. In fact, we'd wager that you occasionally dabble in other forms of entertainment too. In *Big Thrills* we tell you exactly what's kickin' at the moment...

- 00000 - Go for this immediately!!
 0000 - Well worth spending time/look on
 000 - Not a total effort, worth checking out
 00 - A tad mediocre, only worth it if you've really
 got nothing else to do!
 0 - A pile of crap!

CONTRIBUTORS: Jeff Davy, Rik Henderson

MUSIC

BILL PRITCHARD - Jolie

It's serious-time this month in the music corner of 'Big Thrills'. At 10, we find there is a time for sitting down with our feet up and listening to something that doesn't involve loud, searing guitars and frantic drumming (even if that's the sort of music we normally like best).

Bill Pritchard's new LP provides just that. There's guitars in there, but rather good laid-back guitars. There's over-so-thoughtful songs, too, about life, the universe and everything. It's all done with style and grace, with a hint of long-suffering humour and experience.

If you're looking for something that's worth slipping on the stereo which isn't run-of-the-mill rock/pop/dance, then Bill's your man. Even if he does look a bit silly in the photographs!



VIDEO

BACK STAB 20/20 Vision (Certificate '18')

Stars: James Brolin, Meg Foster

If you're into incredibly dull American thrillers and courtroom dramas you'll really be into this movie. It, like me, you only appreciate good thrillers, with original plots, movie twists, those Chubby Checker, and real, hard action, you'll find *Back Stab* a load of daytime TV stuff.

Architect Cliff Murphy (James Brolin) has been set up in a murder case and he's lost to jail. His lawyer (Meg Foster) can't save him from that fate, but does try to help him once he convinces her that he's innocent. It's all been done before, the acting is as stale

as three year-old bread and the ending is so predictable that anybody who watches it could set themselves up as fortune tellers.

0 (for the banking scenes) RH

OPPORTUNITY KNOCKS

Guild Home Video
 (Certificate '18')

Stars: Dana Carvey

Isn't Dana that Irish singer who does an awful lot of Christmas specials on TV? Or, wrong Dana! Dana Carvey is a comedian who falls from the American comedy show *Saturday Night Live*. Boasting ground for people like Dan Ackroyd, John Belushi and Steve Martin, and although this isn't his

first movie, it's certainly his best.

Goble Farrel (Dana Carvey) is a comedian who gets in over his head when he's mistaken for a very successful business man, but recognising a good thing, he plays along to hilarious consequences. The action is fairly fast paced, Carvey is a natural at playing the fool, and a good support cast take a mediocre plot to reasonable heights.

American comedies can sometimes be only funny to those involved in the project but *Opportunity Knocks* has that free-flowing humour element that makes it genuinely funny enough to appeal to a British audience.

0000



AIR AMERICA

Guild Home Video
 (Certificate '18')

Stars: Mel Gibson, Robert Downey Jr.

Air America is not what you'd expect it to be. It's not a typical Mel Gibson action movie, and it's not a Robert Downey Jr. comedy. In fact it's got elements of both, but would probably be best

RH

COMICS

HORROR IN
THE DARK #1Fantasy Press
For Mature Readers

Just like all the rest of the horror anthology comics that we've seen over the years, *Horror in the Dark* sets out to shock us and try to make us so spooked that we won't be able to sleep at night. What the creator doesn't realize is that what we don't particularly want is a few select tales about zombies, zombies, and things that go bump in the night.

Subtle horror is far more scary in this day and age. Take Stephen King's *Misery*, for instance, not a single clichéd spook in sight, yet it's much more frightening than the *Creepers* from the Black Lagoon. And although we're presented with three tales of carnage, with some of the best computer art ever used on two of the strips, it is so old hat that the den's taken off

and the border part has been closed in. It'd be more scared by the pull-out inspector!

O

RM

SLANG #2

Slang Publishing,
11 Elm Grove Road,
Salem, Ore.,
Wile,
\$2.15 US.

Slang is a very good independent comic that deals with social issues, whilst amusing them with a spot of humor and a good helping of sexuality. What it keeps away from, unlike many comics in this bracket, is the '60s style strip and would be best described as *Deadline* without the boring bits.

Its little gems that I found tucked away in a *Comix* comic shop, but you should write to the above address and find out what it's all about yourself.

OOOO

RM

described as a road movie in the air.

Robert Downey Jr. is an unemployed pilot, having recently been sacked from his 'Day in the Sky' spot on radio. He is recruited by the States air force to fly supplies in an around the country of Laos, a few thousand miles away from the war-torn Vietnam. Mel Gibson is already an experienced employee of 'Air America', who are secretly helping the American war effort in private.

The plot drags along and has many underlines (drug running, unnecessary danger to pilots, etc.) although fails to concentrate on any one of them, and therefore is more a view into what happens to our two stars than actually captivated you with a storyboard. Although it's keep you entertained for a night, I can't help wondering whether it'd be as worthwhile if it wasn't for the main action?

OOO1/2

RM



FILM



Stars: Kevin Costner, Morgan Freeman, Mary Elizabeth Mastrantonio

THE NAKED
GUN 2 1/2 -
THE SMELL
OF FEAR

Paramount Pictures

(Certificate '12)

Stars: Leslie Nielsen,
Priscilla Presley

"Kevin Costner, Kevin Costner, riding through the Glen. Kevin Costner, Kevin Costner, and his very moon. Shells from the rich, given to the poor. Kevin Costner..."

Hmmm. Doesn't quite scare, does it? That was the last, updated! theme to the 60s "Nolan Hood" TV programme and, to tell the truth, I thought Kevin "Concerned" Costner would fit as badly into this film as his name does into that song.

But then I saw the film and I was knocked out of my boots, for really it was quite good. It's an action-packed romp through rural England, in which Robin (Costner - surprise!) comes back from the Crusades to find his castle galled - he's pretty galled, too! - and the Sheriff of Nottingham (played very amusingly) riding roughshod over the Land and threatening to take the Throne.

So he goes into the forest and needs a bunch of outlaws (including Mel Gibson and Christian Slater) and Melan - the King's cousin - who, to cut a long story short, fight a bit, drink a bit, and get to a gripping finale which involves much suspense, flailing of axes and blades through the air and inevitable love between Robin and Marian.

This film is both funny and involving, with a large amount of medieval archery-action. It's a winner.

OOOOO

RM

ROBIN HOOD
- PRINCE OF
THIEVES

(Certificate '12)



FROM THE SCRIPT II THE REVENGE

Dave "Pretentious, Moi?" Hughes goes on a crazed rock trip to Holland and provides us with the following film news despatch...



GOEDEN AFOND ROTTERDAM!

Hey, this is not a test, this is kaffineak and stroop-worfeal! That's right, this edition of "Tales..." is brought to you from the heart of Holland (well, actually from a rather seedy back bar in one of the less fashionable ends of the Netherlands), a country incredibly exciting and unfashionably boring and equal doses - kind of like

watching a nice colour of paint dry. But whatever else it is, it's not a country for movie buffs. If the French (Dutch-speak!) Binovies or repeat screenings of Mr T in D.C. CAB on RTL-Five don't get you, **MERMAIDS IN DUTCH** will. Luckily the zoo museum provided some welcome relief (oo-er!) from TV hell and the movie world went "gee" (Dutch for "crazy") as soon as I turned my **MEMPHIS BELLE** crane-jacked back on "England", so here's a movie master takes than usual.

HOOK MINED AND SINKING

HOOK, Steven Spielberg's big-budget fantasy, starring Robin Williams and Julia Roberts, is soon to be loose Spielberg's bug-budget fantasy starring just Robin Williams - **PRETTY WOMAN** star Julia looks set to drop the project faster than a hot Kaler.

Putting out of marriage and a major movie in a single month may be a big step for Julia but it's another blow for the luckless **HOOK**, well into its six-month shooting schedule with still only bits and pieces in the can. **WHEN HARRY MET SALLY** and **THE DOORS** (leg Robin will replace Julia if she does go, but **HOOK** looks shakier every day.

'ARCHERS' MOVIE BREAKS RECORDS

Kevin Reynolds' \$57 million **ROBIN HOOD** becomes the first true blockbuster of the summer, despite some weak reviews. Obviously the biggest media-inventing speed of all time has paid off, for the film grossed \$25 million on its opening weekend, making it the eighth-highest opener in Hollywood history. **ROBIN HOOD II: THE ADVENTURE BEGINS**, the "prequel", already has a promising script but count Cooney out.

Meanwhile, opening records look set to be broken again and again this summer (as in 1998, as **THE NAKED GUN 2 1/2: THE SMELL OF FEAR**, **TERMINATOR 2**:

JUDGEMENT DAY and, in Britain, **TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE** follow **ROBIN HOOD** out of the stalls (what is this fixation with double-parted movie titles?).

THEIR LOVE IS KING

After the financial, critical and Oscar success of Rob Reiner's neatly adequate adaptation of Stephen King's stunning novel **MISERY**, Hollywood is once again queuing outside King's mansion in Bangor, Maine, much as they were in the 80s, when **CHRISTINE**, **CHILDREN OF THE CORN**,



CLUB, CAT'S PAW and a few other King stories beginning with 'c' followed THE SHINING to the big screen.

Of the 80's adaptations, GRAVEYARD SHIFT has already opened and, well, stiffs. The scary, three-hour-plus TV version of IT with Tim Curry as Pennywise the clown should be available to rent on video now.

And in Hollywood, several adaptations are underway. The most ambitious, THE LAWMOWER MAN, is a \$10 million futuristic thriller loosely based (as with THE RUNNING MAN) on King's short story of the same name.

Starring Jeff PSYCHO II Pfahey and Pierce "Not James Bond" Brosnan, THE LAWMOWER MAN is distinctive in that it will be the first feature film to use "virtual reality," allowing the audience to experience sensations felt by the characters on the screen.

Also in progress are screen adaptations of THE TOMMYKNOCKERS, SOMETIMES THEY COME BACK, THE STAND and THE DARK HALF, the latter to be made by Columbia director George A. Romero. Watch too for CHILDREN OF THE CORN II: DEADLY HARVEST, which, as you can see, has some neat-looking publicity stuff...

A MARRIAGE MADE IN HOLLYWOOD

Julia Roberts' shock cancellation of her wedding to YOUNG GUNS star Kiefer Sutherland a mere 12 hours before the event has made me take a long, hard look at the high-profile Hollywood couples.

"She loves me not!" Long-time lovers Goldie Hawn and Kip BACKDRAFT Russell were brought back together after a major bust-up when Goldie bought him a 1990's Rolls Royce...

"She loves me not!" Warner BROTHERS' Ryder and Johnny DRA BARRY (Dope) have begun on their long engagement...

"She loves me!" Kim Basinger and TOO HOT



TO HANDLE co-star Alec Baldwin are planning a winter wedding...

"She loves me not!" Jeff THE FLY Goldblum and Geena THE LMA and LOUISE Davis are to divorce...

"She loves me!" James TERMINATOR 3 Cameron's ex-wife, MEAN DARK director Gale Ann Hurd, recently reunited BOATFIRE OF THE WHITES director Brian de Palma.

HONEY, I DROPPED THE TITLE

The sequel to HONEY, I SHRUNK THE KIDS went into production on June 1 as THE UNTITLED HONEY SEQUEL. Precious working titles included HONEY, I EXPLODED THE KIDS, I SENT THE KIDS TO THE MOON, but my money says the sequel (again starring Rick Moranis)



will eventually be called HONEY, I BLEEM UP THE BARNY (as in "unleashed," not "exploited," etc.).

Original HONEY director Joe Johnston has his \$65 million comic-strip movie THE ROCKETEER opening in the UK on August 2. Last (or next) of the big budget comic-strip features (after SUPERMAN, BATMAN and DICK TRACY), THE ROCKETEER will hopefully be a big earner, despite the relative obscurity of Dave Stevens' superlative comic-strip and the fact that, despite a worldwide gross of \$202.4 million, BATMAN is still \$25.8 million short of breaking even, joining a growing list of hugely successful movies (including ALIEN, COMING TO AMERICA and FATAL ATTRACTION) that somehow never manage to show a net profit.



JULY NOTED

Now here's a brief update on things mentioned in July's "Take...":

Joining THE MUMMY, THE INVINCIBLE MAN and CREATURE FROM THE BLACK LAGOON on the list

ABSOLUTELY NO COMPETITION

Well, not this month, anyway.

of old movies to be updated in the near future is VILLAGE OF THE DAMNED, from THE HITCHER director Robert Harmon.

"Bruce Willis" justifiably doomed HUDSON DORR (U.S. Premiere magazine's prediction for 10th biggest hit of 1991) dropped out of the U.S. money chart at \$15 million, \$65 million less than it cost to make...

Gary STATE OF GRACE Clinean has dropped out of Oliver Stone's JFK movie, don't know why...

IN BRIEFS

Jennifer Lynch, daughter of director David and author of the book that inspired TWILY PLEAS (one of the movie's version in "Take..."), said, "I've signed Kim Basinger and Ed THE ADYOS Hawn to her feature debut, BOODING HOLDNA, in which Ed kidnaps Kim and keeps her trapped and terrorized in a trunk..."

Christopher Landon WILL appear in HIGH-ANDER 2: THE MAGICKAN after all, although Christian MONSTERS Slater is not expected to play the young McLeod...

Melanie, Jeremy Irons and director Oliver Stone are all out of the EVITA project, which has, sadly, been shelved...

NEXT ISSUE

I'm leaving Redd Foxx's pop stardom in Holland behind for Britain again, so if you hear anyone else singing Sting songs on "Kalevala," it won't be me.

I'll be back to bring you BATMAN: THE NEXT STORY, Arnold Schwarzenegger's US Presidency plan and other news, better than the red light district's hot bits.

So, until then, "bark in, on the 7"

Rik Henderson lets his hair down and moshes to the latest music vids.

NED'S ATOMIC DUSTBIN

Nothing is Cool
47 Minutes

If you've never seen Ned's live, this is the video to get. The frantic, thrashing indie-pop style of the band is unlike anything else on this planet, and 'Nothing is Cool' is a good insight into the band itself and what drives them to sound like they do (generally tonnes of giggles and copious amounts of alcohol).

The video is a compilation of every song Ned's have in their current repertoire, plus the promo of their biggest hit 'Kil Your Television' (a raucous noise of a song, best appreciated whilst wearing a towel, grey innie and waving from side to side enthusiastically).

If you're into good music of the thrash-'til-you-drop kind, you'd be a particularly shaped basteria (i.e. weaver) to miss out!

★★★★

POP WILL EAT ITSELF

Unspoilt by Progress
47 Minutes

PWE (as they're better known) are a bunch of lager-drinking geos who spew out an excellent mix of thrash metal, path melodies, and hardcore hip-hop.

Their music is inspired by their insistence on 'win' a laugh and the lyrics on most of the songs shown here prove this.

'Unspoilt by Progress'

shows you exactly how unspoilt PWE are, as it obscures the band's songs from the roots to present day, and it contains all the videos they've ever made, plus one live footage.

One of the very pop-inspired 'Y & Zee' the band dance around in the last year - in my opinion is their best entirely.

Even if you have every cracking PWE record around, this compilation of stunning visuals and legendary music is the best buy you could make legally. And next time you're moshing at the foot of the stage with the rest of us, shout!

★★★★

THE KLF Stadium House (The Trilogy)

30 Minutes

Okay, it's kind that even though I'd rather throw about to Peter Dinklage and stuff, I have a soft spot for The KLF indie music.

Every one of their songs sounds like they've been in the long time in production and they attempt to make the 'real' industrial sound out of their songs. The KLF dance tracks, too.

The best, I think, is absolutely no respect for the video! The tape is only 30 minutes long, which would be fine if those minutes were spent wisely. But all we have are the three KLF hits - with videos that all look remarkably similar - and an extremely pretentious pile of shit in the form of a 'making-of', that the band have tried to pass off as



15 minutes of art. What it is is 15 minutes of extreme boredom, and a complete waste of my, The KLF's, and the video duplication's time!

Stadium House is worth only half the cash that's being asked for it, and I say that when I'm in a good mood.

URBAN DANCE SQUAD Mental Floss for the Globe

40 Minutes

The Urban Dance Squad are a bunch of Dutch hip-hop smokers. That is, they branched from Holland, and are very much influenced by Public Enemy, R.W.A., and Afrika Bambaataa.

The best is very much hard rap, with a generous amount of heavy metal thrashing out over the top through their drums and guitars.

They seem to be about rather a lot more than just rap, but I think the tracks on this vid have been recorded at a time when they were either too busy to see a very good thing or were too busy to see a very good thing.

★★★★



video very well about too, and you get a heck of a lot of them for your money.

The whole catalogue must be watched in its entirety though, as 'God Beats The Queen' (the last song) is a scathing attack on the last time it was used by the band to test the music.

This is NOT a video your parents will want you to have, or play at any time when they are present (it's just too damn loud).

★★★★1/2

JESUS JONES Big in Alaska

30 Minutes

Jesus Jones are the most respected band that actually manage to retain an

individuality yet hit the charts time and time again.

The first album was the best thing since sliced bread (especially the sliced bread you can get with the little

'load on' look-a-like)

because seeds sprinkled on top) and the second - although more mature - hits you like a steam engine colliding with an over ripe plant.

'Big in Alaska' features the videos of the band's hits from both albums (seven of them) and links each with a candid-shot piece of interviewing performed by the lead singer, Mike Edwards, himself.

There would never miss this, but if you're going to dismiss it just because they've made it into the charts, and therefore it's not cool to like them, think again.

Why miss out on something just because you're a bit older than 17?

★★★★1/2



MANCHESTER UNITED EUROPE

Manchester United Europe, takes this world famous club into the European arena of club knockout competitions, which includes the European Cup, European Cup Winners Cup, UEFA Cup, European Super Cup and the World Club Championship held each year in Japan.

Game features: 4 player option (using 4 player joystick adapter Amiga & Atari ST), full goalkeeper control (Amiga & Atari ST), new control method in-corporating one touch football and aftertouch, substitutions (animated 1 Meg Amiga), players number on shirt (Amiga & Atari ST), name of player on the ball, full screen (Amiga), yellow and red cards, sending off, action replays (1 Meg Amiga), player statistics in competition, 7 saved game options (Amiga & Atari ST), 170 club badges of the major European teams (Amiga & Atari ST), penalty shoot outs in cup competitions, arcade only option, management only option or full simulation option.



Krisalis Software Ltd, Treas House, Masons Yard,
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GEM'X

ビート!



Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

If Kiki isn't temptation enough, then 480 levels of planning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

Available on Amiga (14-99), Atari ST (14-99), PC (14-99), and CD4 (10-99) case, 14-99 (disk).

To order this product or for further information please contact:
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unable to bring you the
Tank Battle Zone Game.**

**We apologise for this situation
and will be running it as an
extra game on the
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**Once again we extend
our apologies.**